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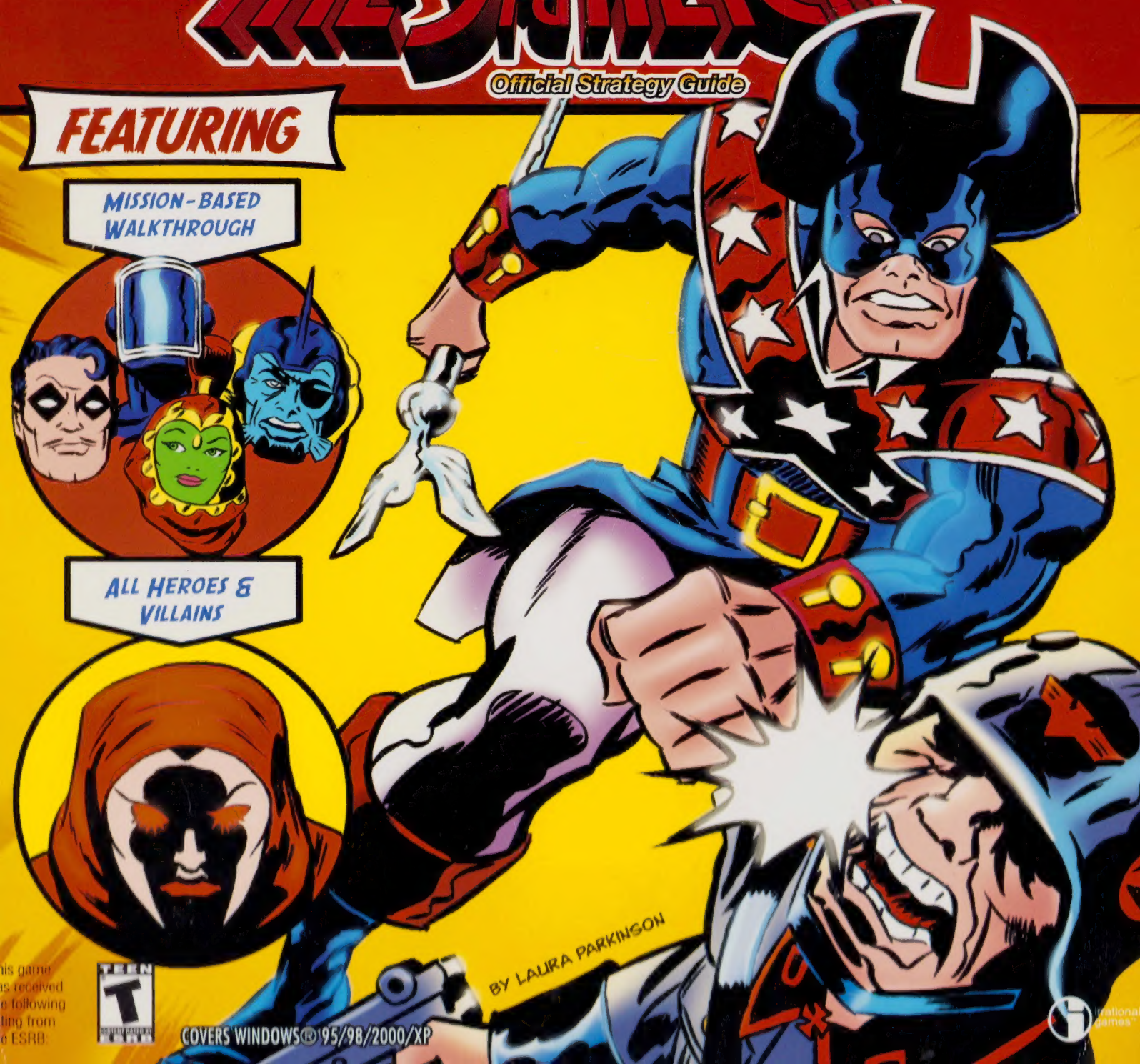
FREEDOM FORCE®

THE 3rd REICH VS

Official Strategy Guide

FEATURING

- MISSION-BASED WALKTHROUGH
- ALL HEROES & VILLAINS



BY LAURA PARKINSON

COVERS WINDOWS® 95/98/2000/XP

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FREEDOM FORCE VS THE 3rd REICH

Official Strategy Guide

By Laura Parkinson

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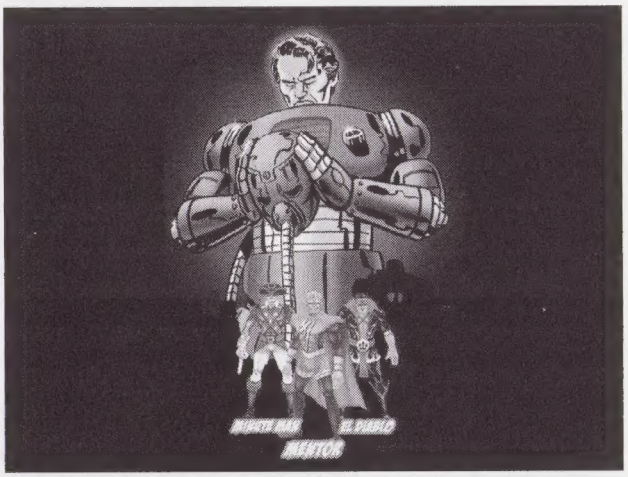
THE BASICS

INTRODUCTION

Welcome to the official strategy guide for *Freedom Force vs. The 3rd Reich*. The game follows on the heels of the original *Freedom Force*, a romp through a world right out of a Silver Age comic book. The sequel takes place one year after the events of the previous game. The hero known as Man-Bot has sacrificed himself by remaining in another dimension to keep our reality safe. Most of his teammates have moved on, but some just can't forget...



THE OPENING SCENES INCLUDE A RECAP OF THE FIRST GAME'S FINAL MOMENTS, AS WELL AS A QUICK SKETCH OF THE CHARACTERS' ORIGINS.

If you've read our guide for the first game, this book has the same general structure, with a few tweaks here and there. (For the better, we hope!) There's a full walkthrough, as well as some general tips, strategies, and other general information.

Above all else, remember—have fun!

CONTROLS

Like most PC games, in *Freedom Force vs. The 3rd Reich* you use both the keyboard and the mouse to control the action. The mouse is for moving the characters around and interacting with objects and other characters. You use the keyboard to get to the Esc menu, pause the action and then resume play, and create shortcuts for some actions that duplicate mouse functions.

MOUSE CONTROLS

Using the mouse is straightforward. Left-click on a person or item to make any selected hero or heroes interact with it. This includes interrogating a weakened enemy soldier, attacking a foe, or picking up an object. The mouse cursor changes as you move it over items or areas, showing you the default action. If you click on open ground, your active hero moves to that location. Left-clicking on a character's portrait in the lower-right corner selects that hero as your active character.

IN GENERAL, YOU LEFT-CLICK TO SELECT A CHARACTER OR INTERACT WITH SOMETHING AUTOMATICALLY, AND YOU RIGHT-CLICK TO OPEN A MENU.

The right mouse button opens various menus. Right-click on your active hero to open their command menu. This lets you perform actions such as taking off or landing, or using a defensive power. Right-click on another character's portrait to allow the active hero to use a helpful power on that ally. Right-click on other areas of the screen to use powers on enemies or items in the environment, or to perform actions such as picking up or throwing an object.

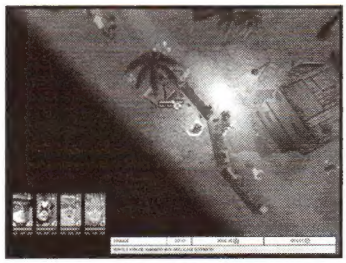
SCROLLING AROUND

ONCE YOU RIGHT-CLICK A LOCATION ON THE SCREEN, YOU CAN MOVE THE RESULTING MENU AROUND BY HOLDING DOWN THE RIGHT MOUSE BUTTON. THIS COMES IN HANDY WHEN YOU'RE TRYING TO CHOOSE BETWEEN CLOSELY CLUSTERED TARGETS, OR WHEN YOU'RE CHECKING VARIOUS FOES TO SEE WHAT POWERS THEY'RE WEAK AGAINST.

Below the character portraits is a box displaying the active character's default power. Left-click on this box to open a menu displaying all the character's powers, allowing you to choose a new default power.

You can also left-click and drag the mouse to create a selection box. This way you can command multiple heroes without having to select the entire party by pressing the 5 key on the keyboard.

The mouse wheel controls the camera's zoom function. You can also go into the Options menu and set the mouse wheel to control the default powers or the game's pause speed. Using the Alt key in conjunction with the mouse rotates the camera.



ADJUST THE CAMERA TO VIEW CHARACTERS OR OBJECTS THAT MAY BE HIDDEN OTHERWISE.

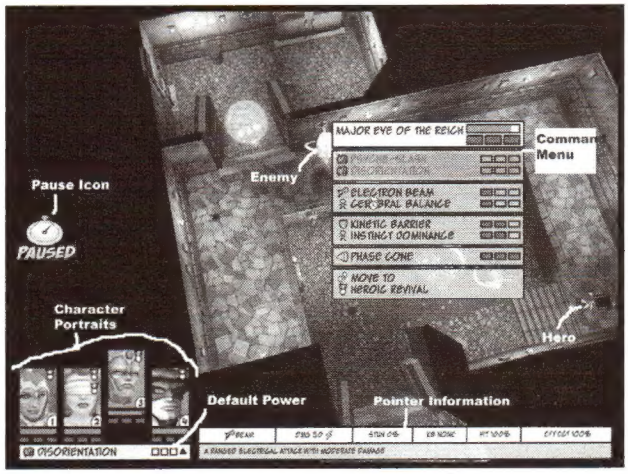
Keyboard Controls

Some game functions are found only on the keyboard, while other keys allow shortcuts for functions that you can also access with the mouse. Here's a list of the default keyboard controls:

Action	Primary Key	Secondary Key
Camera Up	Up	W
Camera Down	Down	S
Camera Left	Left	A
Camera Right	Right	D
Cinematic	Z	
Rotate Zoom	Left Alt	Right Alt
Force Default Attack	F	
Add Select	Left Shift	Right Shift
Overpower	Left Control	Right Control
Quick Save	F11	
Quick Load	F12	
Multiplayer Chat	7	
Select Character 1	1	
Select Character 2	2	
Select Character 3	3	
Select Character 4	4	
Select All Characters	5	
Select Previous Power	] (Right Bracket)	
Select Next Power	[(Left Bracket)	
Show Objectives	O	
Pause Game	P	
Game Speed Up	= (Equals)	NP Plus
Game Speed Down	- (Minus)	NP Minus

Displays

Getting Around



This is the main screen where the action of the game takes place. Your heroes and enemies move around the screen, with buildings and large objects blocking their way unless they have abilities such as flying, jumping, or wall climbing. Characters move and attack in real time unless you pause the action or open the Esc menu. If the action is paused, the Pause icon appears on the left side of the screen.

In the lower-left corner of the screen are character portraits, which provide one way of selecting characters. The portraits of the active characters are raised slightly. Below the character portraits is the Default Power bar. It displays the default power for the currently selected character, or for the first character in line if you've selected more than one character at a time. The default power is the one that will be used when you left-click with the mouse on the enemy.

When you right-click on an enemy or object on the screen, the active character's command menu appears. Here you can select a power to use on whatever you've clicked on, along with a few other commands such as Move To, Land On, Pick Up, etc. Hold down the right mouse button to shift this menu around the screen with your mouse cursor. You can also right-click on an active character's portrait to use defense powers or abilities such as flight.

RIGHT-CLICK ON AN ACTIVE CHARACTER'S PORTRAIT TO BRING UP THE COMMAND MENU.

The bottom of the screen shows information about whatever is under your mouse pointer, including resistances and a brief description. Mousing over selections on the Command menu shows more information about that power.

Menus and Other Screens

Along with the main screen, there are other menus and display screens that you'll encounter throughout the game.

Esc Menu

Pressing the Esc key during a mission brings up the Esc menu. This allows you to use the following commands:

Resume Game	Exit the Esc menu and continue the game (you can also press the Esc key again to do this).
Objectives	The Objectives screen shows you what you must accomplish to complete the mission (Primary Objectives) and things you can do to gain extra Prestige (Secondary Objectives). You can also open and close the Objectives screen by pressing "O" on your keyboard.
Restart Mission	Start the mission at the beginning with the present team.
Restart Briefing	You return to the briefing after the previous mission. This option allows you to reselect your team if you're not happy with your current lineup.
Save Game	Surprisingly enough, this saves your game.
Load Game	Reload a previously saved game. You will lose your current game.
Exit Campaign	Leave the campaign and return to the title screen.
Options	Change the general, control, sound, and video options.
Quit Game	Quit and close Freedom Force vs. The 3rd Reich.

BRINGING UP THE ESC MENU AUTOMATICALLY PAUSES THE ACTION UNTIL YOU RESUME THE GAME.

Debrief Screen

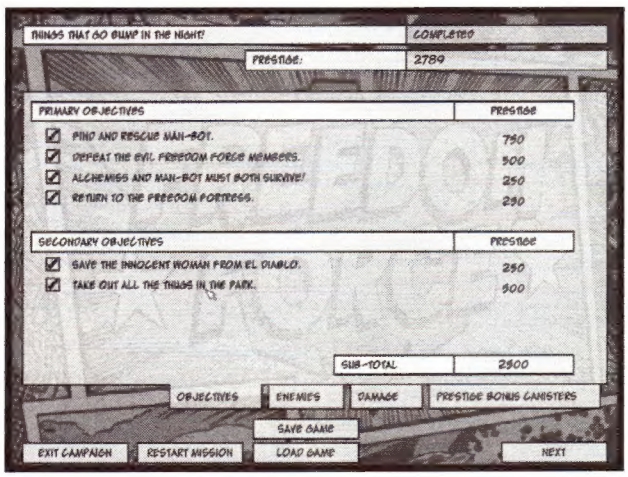
When you finish all the primary objectives, you complete the mission and move to the Debrief screen. This consists of four separate tabs.

The Objective tab shows you which objectives you completed and how much Prestige you gained for each. Failing a secondary objective only costs you Prestige, but if you fail a primary objective, you must repeat the mission.

The Enemies tab lists how many foes you defeated and the total Prestige you received for fighting them. It also shows the maximum number of enemies of that type that spawned in the mission, so you can compare how many you defeated against how many you missed. You can gain a maximum of 999 Prestige during each mission for fighting enemies.

On the Damage tab, you see how many Prestige points you lost. Destroyed buildings and defeated citizens count toward this negative value, whether you caused the destruction yourself or just allowed it to happen.

The Prestige Bonus Canisters tab displays any Prestige Canisters you collected during the mission, and the 500 Prestige points you received for each one. This screen also shows any Prestige points that have been carried over from the previous mission, if you didn't have a chance to return to base.



THE DEBRIEF SCREEN GIVES YOU AN IDEA OF HOW WELL YOU DID ON A MISSION.

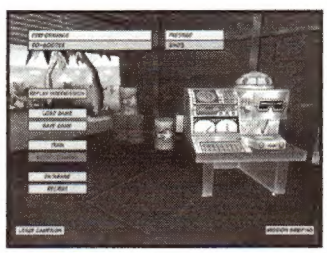
You can also check the name of the completed mission at the top of the screen, along with the total amount of Prestige you got from all sources (with negatives taken away). At the bottom of the screen you can exit the campaign, restart the mission, save or load the game, or see which characters on your roster have gained enough experience to level up. This option does not appear if you failed any of your primary objectives. From the character level-up screen, you can then return to base.

BASE MENU

Back at the Freedom Fortress, you're given a rating for your current performance, along with your current number of Prestige points. A number of options are listed on the left side of the screen:

Replay Intermission	This replays the cutscenes you viewed after leaving the previous Debrief screen. These often take the form of characters' Secret Origins.
Load Game	Load a previously saved game, losing your current game.
Save Game	Self-explanatory.
Train	This allows you to view your currently recruited heroes and improve them using Character points.
Revert Training	Click here to cancel any training you've just performed, restoring the character's stats and their Character points to the way they were.
Database	View information about characters you've seen so far in the campaign. You can switch the display between heroes, custom characters, foes, and minions.
Recruit	This takes you to the Recruit screen. Here you see your current roster, along with any heroes available for recruiting. Click on one of the new recruits to view their details and see their Prestige cost.

At the bottom of the Base menu, you can leave the campaign and return to the title screen, or move on to the next mission.



THE BACKDROP OF THE BASE MENU CHANGES TO REFLECT CURRENT EVENTS IN THE GAME.

Combat Displays

During the course of a mission you'll run into various enemies, at which point combat starts. There's no separate screen or setup for combat. It takes place on the normal map in real time. You participate in a fight using the same techniques outlined previously, but there are a few combat-specific displays that you should know about.

Every time an attack strikes a character, the amount of damage is displayed in a color-coded bubble.

First, when you bring up the Command menu, you may notice that some items in the list are highlighted. This indicates powers that the current target is weak against. To gauge which powers you should use against which foes, bring up a character's Command menu and hold down the right mouse button to move it between various enemies.

During the course of a fight, damage bubbles appear. These bubbles show how many hit points a character loses. These bubbles appear in three different colors. White denotes normal damage. A yellow bubble means that the victim is weak against that attack. Gray means that the character is resistant to the attack and takes reduced damage.

When a character suffers the effects of a status ailment, there's some time of graphic effect on that character until the affliction wears off. There are a vast number of status afflictions in this game. Here are a few of the most common and important:

	Enraged	An enraged character attacks anyone nearby—friend or foe.
	Blank	Characters with this affliction wander around aimlessly. This effect wears off if the character is attacked.
	Blinded	The character's accuracy with ranged and melee attacks is greatly reduced.
	Frozen	A frozen character cannot move or act. The effect wears off if the character is damaged.
	Hypnotized	The afflicted character acts as a member of the opposite team while under this effect. The effect wears off if the character is damaged.
	Panicked	A panicked character flees the combat area, heedless of direction or surroundings.
	Possessed	The character is under the direct control of another character.
	Slowed	A character moves at a greatly reduced speed.
	Stasis	A character under stasis cannot move or act.
	Stunned	A character cannot move or act, but it lasts for only a few seconds.

There are a number of other messages and display bubbles that you should heed throughout a fight. When characters regenerate Health, KO an enemy, or absorb or dodge an attack, it's indicated onscreen. Keep an eye on what's being displayed above your team's heads.

Getting Started

Once you've loaded the game, you have a number of options on the title screen. You can start a new campaign or load a previously saved game. You can choose one of the other game modes—Multiplayer and Rumble Room—which are explained later in this guide. The Characters menu allows you to view heroes, foes, and multiplayer characters. It also allows you to create and edit your own custom heroes, which is also covered later in the guide. You can view and change various options, and view the credits for the game. At the bottom of the screen, you can quit the game entirely or load a saved campaign.

FROM THE TITLE SCREEN, YOU CAN ACCESS THE VARIOUS GAME MODES, LOAD A GAME, OR CHANGE THE OPTIONS.

When you start a new campaign, you can change the level of difficulty. All of the walkthroughs in this guide assume you're playing at a normal difficulty level. The other difficulty levels have various effects.

On many missions, the number of enemies changes depending on the level of difficulty. Various gameplay timers also change. Also, the following multipliers apply according to your chosen level:

	Very Easy	Easy	Hard	Very Hard	Impossible
Enemy HP Multiplier	x.33	x.75	x1.5	x2.0	x3.0
Enemy Damage Multiplier	x.33	x.75	x1.5	x2.0	x3.0
Enemy Energy Regen	x.5	x.75	x1.25	x1.5	x1.75

Once you choose your difficulty level and enter the game, you start the first tutorial-type mission. The walkthrough chapters will give you more detailed information about how to survive each mission.

GENERAL STRATEGY

If you don't want to spoil the action by reading through the entire walkthrough before you play the game, the following spoiler-free tips and strategies will give you the upper hand on any mission.

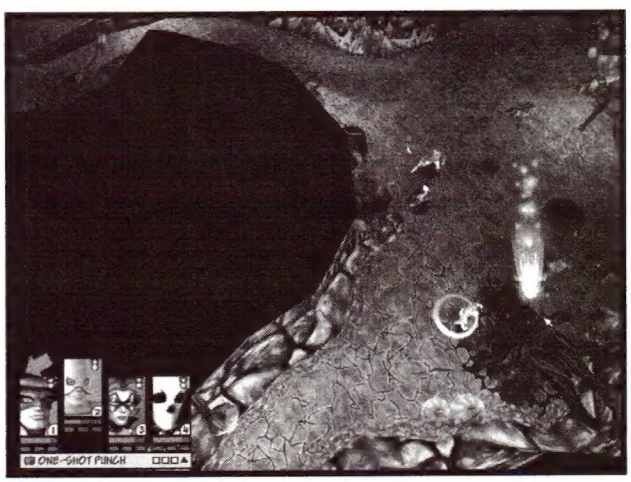
MOVEMENT-ON-THE-FIELD

WATCH AREAS OF EFFECT

Many powers affect an entire area. Make certain that your team is outside the area of effect, and keep in mind that a stunned or otherwise afflicted hero might not be able to get away in time. Also be aware of which enemies have their own area-affecting powers, and keep your team spread out so they're not all caught in the blast.

WATCH YOUR LINES OF FIRE

Along with areas of effect, you need to watch lines of fire. Don't just click on one enemy or object and have your entire team unload ranged attacks. If you're not careful, your teammates may strike each other instead of their target! Make sure you spread out your team before opening fire. This isn't a problem if you're using direct attacks that automatically affect the target without traveling through intervening space.



FAN OUT YOUR TEAM TO AVOID FRIENDLY FIRE.

WATCH YOUR ENVIRONMENT

You might also strike objects in the environment, which can be bad for multiple reasons. It's a waste to unleash a powerful high-energy attack that dissipates harmlessly against a car or building. You also need to keep explosive items out of your line of fire, or you could blow them up and damage your own team.

USE YOUR ENVIRONMENT

While you should be careful to minimize the negative effects of your characters' environment, also watch to see how you might use those environments to your advantage. The same objects that block your fire can do the same to your enemies. Explosive objects can be blown up from afar to damage nearby enemies. Some pieces of the scenery can be picked up and used as handy weapons by strong enough characters—even objects such as cars, in some cases!

DON'T RUSH!

Unless you're racing the clock or you need to save civilians before they die, there's no need to rush ahead to the next fight before you're ready. If you've been using a lot of powers, recharge and check over your team before you move on to the next battle. Make sure you move your team in small hops so the faster heroes don't tip off the enemy before the rest of the team gets there.

DON'T LET YOUR FASTER HEROES TIP OFF THE ENEMY.

Predict Your Heroes' Paths

Remember that some of your heroes may take different paths to get to the same location. Fliers will take the most direct route. Land-bound heroes must make detours around all sorts of obstacles. Jumpers and wall-climbers are somewhere in-between. Don't let individual team members get isolated in the middle of a bunch of enemies.

Hero-Management

Position Your Heroes

Good strategy starts before you even begin the mission. You need to pick the right team for the mission, and pay attention to where you put them in the lineup. Whenever you select your entire party at once and click on a door or an item that you want to use, the first hero in the lineup performs that task. If this is a flying hero, they must land. So if you have three flyers and a melee hero, you should put the melee hero first on the squad's roster. Of course, you may not be able to help this if a mission has a required hero on the roster.

Don't Accept KO's!

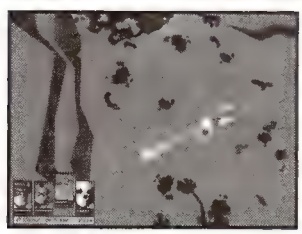
Save your game often throughout the mission. If a hero is accidentally KO'd without any Hero Points left, seriously consider loading your last save. Many missions get much tougher at the end, and trying to finish with three heroes will make things even tougher.

Switching Targets

If a hero is taking more damage than you'd like, try to get the enemy off the hero's back by moving him away and sending in another hero.

Take to the Air

Flying heroes cannot be struck by melee attacks, so send them into the air before you take on the enemy. Make sure their default power is a ranged attack, or else they'll land when you order them to attack an enemy. There are a few situations where you won't want your heroes to fly, but they're few and far between.



Flying heroes can use ranged attacks freely, while some foes have no way to retaliate.

Heroic Revival

Heroic Revival isn't just for putting your heroes back on their feet. It automatically replenishes their Health and Energy and wipes out status ailments. Using Heroic Revival on a hero who's still on his feet is a lot better than bringing him up off the ground with low Health, only to immediately fall unconscious again. So if a hero is about to fall and no Health Canisters are nearby, use Heroic Revival to keep him in fighting shape.

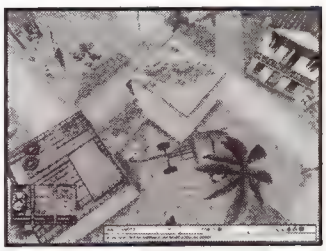
Overpowered?

You can overcharge a power and make it stronger by pressing the left Ctrl key while you target the attack. This helps when you're using mostly zero-cost attacks and the enemy is mostly unscathed, or when you need to take down a very powerful enemy quickly. The technique is less useful if you're fighting a minion that's almost dead, or if you're using a hero who already has trouble striking the foe.

Canisters-and-Their-Use

Scout the Canisters

If you ever have trouble locating a canister, pause the action and scroll all around the map. Although enemies don't appear on the field until they're within your heroes' visual range, the Power Canisters always show up.



CANISTERS ALWAYS SHOW UP ON THE MAP.

Manage Your Resources

There's no need to pick up every Health and Power Canister the moment you see it. It's better to save them for when you really need their extra power. The only exception is if you're afraid of being cut off from one of the canisters as you move on. Also, you should pick up Experience and Prestige Canisters right away.

Who Gets the Canister?

While it may seem like a fairly straightforward choice—the hero with the lowest Health gets the recharge—you should also keep in mind how many Hero Points they have left. A hero with one-third Health but two Heroic Revivals should get in line behind a hero with 50% Health but no more Heroic Revivals. Also keep in mind whether or not a hero has self-healing powers, or can heal others.

Fighting-the-Bad-Guys

Know Thy Enemy

Brush up on your enemies' powers and weaknesses ahead of time, and watch carefully to see what types of powers they use. If one of your heroes is weak against the enemy's attacks, pull them back and keep them away from that foe. On the other hand, if the enemy is weak against a certain type of attack, such as radiation or electricity, bring heroes with that attack directly into the fray.

Use Status Effects!

If you have multiple enemies bearing down on your team, you don't need to KO a foe to take him out of the picture. Use a status-altering attack to put an enemy in stasis while the rest of your heroes focus on his comrades. Remember that some status ailments disappear when the victim is struck, so make sure none of your other heroes are attacking that enemy directly.

Starting a battle with status-affecting attacks can make things a lot easier.

Bring Them Down!

Sometimes villains and their minions are fliers and are immune to melee attacks. Make sure you use ranged powers as your default attacks. If a hero has no ranged attack, don't bother sending him against flying foes. You can also put a flying foe into stasis, which will knock them to the ground. Then order your melee fighters to attack.

Knock down flyers and send in the ground crew.

Watch Their Energy

You can see a foe's Energy by hovering the mouse cursor over him and checking the bar that appears under his name. This should determine your line of attack. For example, if you're staying out of range of an enemy with a high-energy area attack, move in when the enemy has low energy and you know he can't use that power.

THE HEROES

Attributes

Adaptive: Initially makes you resistant to 50% of the damage types, and vulnerable to the other 50%. Then whenever you're hit by a particular damage type, you become resistant to it, but you become vulnerable to another.

Armored: Resistant to piercing. Speed reduced by one level.

Beautiful: Enemies attempting melee attacks must make a successful resistance check against hypnosis.

Bedeviled: An evil spirit has always haunted you, making your life miserable and leaving you vulnerable to mystical damage.

Berserker: 10% chance of becoming enraged after taking damage.

Blind: Permanent blindness state. Lowers the accuracy of your ranged attacks and adds a penalty to the swiftness of melee attacks and dodge chances.

Blitzkrieg: Your fists are likely to find their mark! Add 3 to the swiftness of all melee attacks, and extra damage.

Charged: Affects vulnerabilities (resistant to electricity). All melee attacks do 5 points of electrical damage.

Claws: Adds 10 points of piercing damage to all melee attacks.

Clumsy: Can't pick up or wield objects.

Cold Blooded: Your body has reconfigured itself to require external sources of heat. While this is great for lazing around on beaches and rocks, it makes you vulnerable to cold damage.

Cosmic Chump: You've somehow developed an allergic reaction to the power behind the universe, leaving you vulnerable to energy.

Crack Shot: Increases accuracy.

Cybernetic Brain: Resistant to hypnosis, rage, panic, mental blank. Increases accuracy.

Danger Sense: Can dodge attacks/ use passive defenses from behind. Character gets +1 agility bonus to dodge attempts. Blind state does not stop dodging or passive defenses.

Density Control: Immune to knockback. Jumping abilities similar to Jumper attribute.

Disciplined: Resistant to all mental attacks (hypnosis, mental blank, rage, panic).

Extra Heroic: You receive an extra hero point.

Fast Healing: You continuously recover HP whenever you're damaged, up to 100 HP.

Flier. You can fly (choose Fly from the command menu; Energy regen is decreased).

Fluctuation: The powers you wield are dangerously unpredictable. Random damage is 0% to 300% of base damage amount.

Focus: It takes a supreme force of will to execute your area attacks. Area range is halved and damage is doubled.

Glass Bones: Energy X has had an adverse affect on your physiology, leaving your bones brittle and vulnerable to crushing damage. Plus, you make rattling noises when you walk.

Grim Resolve: No time for lying down on the job! You're resistant to stun damage.

Grounded: Your body's electromagnetic field has become attuned to that of the Earth, making you the perfect conduit for electricity. You're vulnerable to electrical damage.

Heat Sensitive: Susceptible to heat attacks.

Heavy Hitter: All that batting practice in junior high has finally paid off. The damage of all wielded attacks is doubled.

Heavy Lifter: Adds strength value for lifting and throwing.

Heroic: Gives one more Hero Point.

Hirsute: Your body is covered with fur, giving you a greater resistance to cold damage.

Hot Tempered: Randomly uses higher-intensity powers.

Invertebrate: Your body's genetic makeup has been altered to the point where it shares properties with the common cockroach. You're resistant to radiation.

Jumper: Allows you to leap to tremendous heights.

Level Headed: You're solidly grounded in the here and now, and you have no time for this "extra damage type" malarkey. You're resistant to mystical and mental damage.

Levitate: Flying, with half normal movement speed (uses hovering animation while moving).

Light Speed: You've figured out how to amplify your beam attacks into a stimulated emission. The damage of all beam attacks is doubled and 3 is added to swiftness.

Myopic: Makes your ranged attacks less accurate and your melee attacks easier to dodge.

Neutralize: Your skin exudes a thin film of anti-acidic chemicals, leaving you resistant to acid damage.

Nimble: You get +3 Agility bonus, but -10% HP.

Ponderous: No dodge, as well as -2 to the swiftness of melee attacks.

Radioactive: Highly resistant to radiation.

Rapid Metabolism: Vulnerable to acid and radiation.

Shake It Off: You can take a licking and keep on ticking! The duration of all prolonged damage states is halved.

Slow Moving: You have a -3 speed penalty to dodge attempts but get +10% HP.

Solid Skeleton: Your skeleton has become reinforced. Resistant to crushing damage.

Strange Visitor: You're convinced that you have traveled from another planet to teach humans the futility of their ways. You're resistant to energy damage.

Temperature Control: Resistant to heat and cold.

Thin Skinned: Your skin has become thin to the point of being semi-translucent. Great during Halloween, but not so good at resisting piercing damage.

Timid: 5% chance of becoming panicked after taking damage.

Tough Guy: No one messes with the tough guy. Decreases the chance of state-changing damage by 50%.

Unbeliever: You don't know what this "magic" stuff is that everyone keeps talking about. You're resistant to all forms of mystical attack.

Unheroic: You receive one fewer Hero Point.

Unstable Energy: Randomly triggers an energy release area attack when you take damage.

Unstable Molecules: Your molecular makeup is constantly shifting, so from one day to the next you cannot tell what you'll be made of. Your material type is randomly selected at the beginning of every mission, for the duration of that mission.

Volcanic: Molten magma pulses through your veins. You're resistant to heat damage.

Wall Climbing: You can climb walls.

Weak Minded: The Energy X-enhanced world is a very alien place, and every new day is strange and confusing. Your brain just can't handle all this change, and your resistance to mental damage is halved.

Characters

While most of the character data is self-explanatory, there are a few details that could use an explanation:

STR (Strength): A character's physical strength. This affects melee and thrown item damage. It also affects the size of items that the character can lift and throw.

SPD (Speed): A higher speed allows the character to move and fly around the map more quickly.

AGL (Agility): This affects the character's ability to dodge.

END (Endurance): Determines how many hit points a character has, or how much damage they can take before being knocked out.

ENG (Energy): This rating determines how quickly the character's Energy regenerates.

Power Type: There are eight different icons:

A melee attack.

A projectile attack, using either weapons such as a bow and arrows or some special type of a power that's not in beam form. Some projectile attacks (such as grenades) may also cause an area of effect.

A beam that streams out from the user to the target.

The effect starts directly in front of the user and spreads out in a cone-shaped pattern.

An attack that affects an entire area around the user. Usually these attacks affect friends and foes alike, but check the power description for details.

A defensive ability.

A direct attack. These are powers that move directly and instantaneously from the attacker to the target without crossing intervening space—they cannot be blocked by the environment, or dodged.

★ Special ability that doesn't fall under the above categories.

Following each icon is a brief description of the power's element or type, whether it's a damaging attack or a status effect, specific status ailments it may cause, etc. Additional details about the power can be found in the description. Many parameters will change as the power increases in level, so click the View button for more information.

The Power Type also gives an EP cost for the power, if it has one. Maximum EP for a character is 100.

Requirements: These are what you need in order to purchase the first level of a power. If the character automatically starts with a power, it says this, as well as the level it starts at.

Cost to Buy: This is the Character point cost needed to purchase the first level of a new power.

Cost to Raise: The Character point cost to raise the power at every level after the first.

ALCHEMISS

Background Information

Real Name: Catherine Larchmont-Price

Age: 20

Height: 5'8"

Weight: 130 lbs.

Material Type: Flesh

Bio

Believing in little besides her own ability to make men drool, Catherine Larchmont-Price wandered through life disdainful of the beliefs of others. That changed when a goddess came to her dreams one night, blessing her with mystic powers and transforming her into the Alchemiss.

Stats

STR: 3 (Normal)

SPD: 4 (Fast)

AGL: 5 (Very Nimble)

END: 4 (Hardy)

ENG: 6 (Extremely Powerful)

Attributes

Flier (Automatic)

Level Headed (700 CP)

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Notes

Alchemiss is one of the better characters in most battles, especially in the early part of the game. Use her Alteration powers to take extra minions out of the fight until you can KO their allies, or against tougher minions or villains to make them easier to handle. Her ranged attacks are very useful against most enemies. She should almost always be flying and attacking with Arcane Bolt or the occasional Arcane Blast, rather than using her weaker melee powers. Don't forget to use Arms of the Goddess against large groups of enemies armed with guns.

Powers

Sorcery

Power	Type		
Smite the Wicked	Crushing damage, chance to cause stun		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	63	5
Description			
A short, sharp slap for the unworthy			

Power	Type		
Arcane Bolt	Energy damage		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	86	5
Description			
A small bolt of mystic energy.			

Power	Type		
Blessed Aegis	Defends against ranged attacks, direct mystical damage always active		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Arcane Bolt level 3	788	157	5
Description			
Protects against most mystical attacks.			

Power	Type		
Aloft	Crushing damage, knockback (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Blessed Aegis level 3	366	73	5
Description			
Propels people upward with great force			

Power	Type		
Arcane Blast	Energy damage (100 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Aloft level 3	380	76	5
Description			
A devastating bolt of mystic energy			

Dimensional Summons

Power	Type		
Repulsion	Energy damage, knockback (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	223	5
Description			
Flings a foe away with furious force.			

Power	Type		
Alteration	Mystic effect (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	250	5
Description			
Inflicts a random curse upon the target.			

Power	Type		
Arms of the Goddess	Defends against ranged piercing damage (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	212	5
Description			
Protects against a variety of ranged attacks.			

Power	Type		
Purgatory	Mystic effect (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Arms of the Goddess level 3	181	36	5
Description			
Temporarily banishes an enemy from this plane of existence			

Power	Type		
Vengeance Curse	Mystic damage, chance to cause stun (100 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Purgatory level 3	551	110	5
Description			
Target suffers susceptibility to stun			

EL DIABLO

Background Information

Real Name: Ricardo Ramirez
Age: 20
Height: 6'1"
Weight: 140 lbs.
Material Type: Fire

Bio

Growing up in the barrio and heading up a gang of thugs and miscreants, Ricardo Ramirez thought he knew it all. With the sudden bestowment of Energy X powers, his viewpoint has changed for good. Now, using his amazing control of fire, he seeks to make up for lost time—and give a little back to the city he grew up in—as El Diablo.

Stats

STR: 4 (Strong)
SPD: 4 (Fast)
AGL: 4 (Nimble)
END: 4 (Hardy)
ENG: 5 (Very Powerful)

Attributes

Flier (Automatic)
Hot Tempered (Automatic)
Heroic (Automatic)

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Resistant
Heat: Highly Resist.	Energy: Normal
Cold: Defenseless	Acid: Resistant
Mental: Normal	Mystical: Normal

Notes

El Diablo is mostly useful against enemies who are vulnerable to heat, although he makes an above-average ranged fighter against any foe who isn't resistant to this damage type. His Inferno power is especially useful when enemies are clustered together, away from innocents or allies. His Flight comes in handy, and the Fire It Up protective shield protects him against gunfire.

Powers

The Fire Inside

Power	Type
Swift Punch	Crushing damage
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 3	— / 35 / 5
Description	
A fast punch.	

Power	Type
Fire It Up	Defends against ranged piercing and cold attacks (66 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 3	— / 147 / 5
Description	
A powerful defense that burns bullets before they can strike.	

Power	Type
Flaming Fist	Heat damage (33 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 1	— / 75 / 5
Description	
A strong, fiery melee attack.	

Power	Type
Absorb Heat	Absorbs melee, ranged, and area heat damage; always active
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Flaming Fist level 3	698 / 139 / 5
Description	
Gains energy points from incoming heat damage.	

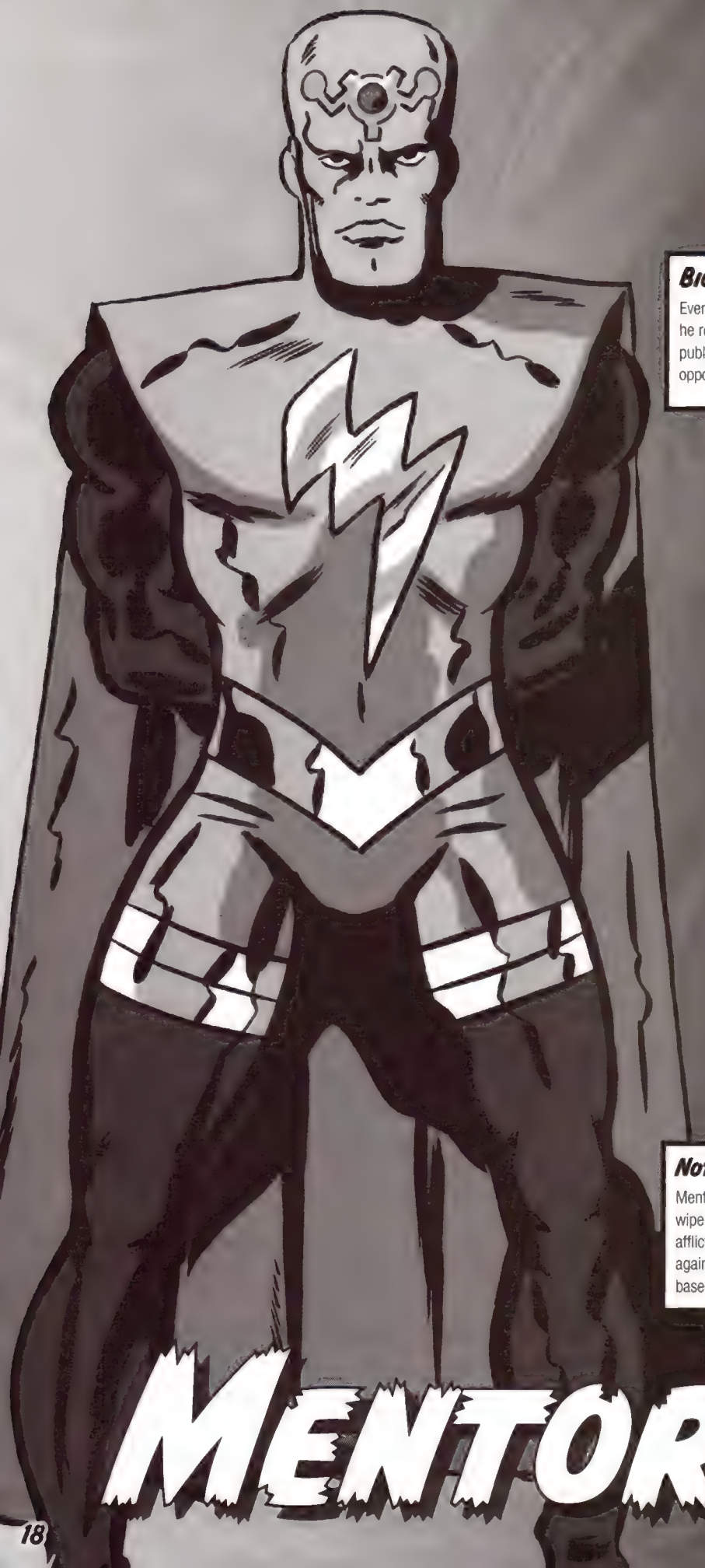
Fiery Fury

Power	Type
Tongues of Flame	Heat damage
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 3	— / 84 / 5
Description	
An effective flame attack of moderate accuracy.	

Power	Type
Inferno	Area heat damage (66 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 1	— / 85 / 5
Description	
A powerful explosive projectile.	

Power	Type
Ignition	Heat effect (33 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Inferno level 3	526 / 105 / 5
Description	
Sets fire to objects, causing them to explode in a fireball.	

Power	Type
Hellfire	Area heat damage, chance to cause stun, knockback, may spawn up to 3 more projectiles on impact
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Ignition level 3	875 / 175 / 5
Description	
A mighty explosion that releases other, smaller explosions.	



MENTOR

Background Information

Real Name: Unpronounceable

Age: 59 (Earth years)

Weight: 160 lbs.

Material Type: Flesh

Bio

Even though Mentor is responsible for the founding of the original Freedom Force, he remains a mystery and is content to let other team members do the talking publicly. With his phenomenal powers of the mind, Mentor instills terror in his opponents. But the strange alien deals daily with a fear of his own…

Stats

STR: 3 (Normal)

SPD: 4 (Fast)

AGL: 4 (Nimble)

END: 4 (Hardy)

ENG: 6 (Extremely Powerful)

Attributes

Disciplined (Automatic)

Unbeliever (350 CP)

Levitate (750 CP, requires Unbeliever)

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Resistant	Mystical: Normal

Notes

Mentor is quite useful in certain situations. He has great mental defenses and can wipe out some status effects from his teammates, while causing various mental afflictions in the enemy. His Electron Beam is great against enemies who are weak against electricity. Unfortunately, his only damaging zero-cost powers are melee-based, and he's not the best hand-to-hand fighter.

Powers

Mentalism

Power	Type		
Disorientation	Mental effect (blank)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	171	5
Description			
Melee attack that targets the cerebellum, confusing the foe.			

Power	Type		
Instinct Dominance	Mental effect, (berserk, 66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	108	5
Description			
Causes rage in a single target, whether it's an enemy or an ally.			

Power	Type		
Cerebral Balance	Special effect (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	—	1
Description			
Cures an ally of any special mental or mystical state.			

Power	Type		
Mental Barrier	Protects against all types of mental attacks		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Cerebral Balance level 1	525	105	5
Description			
Passively protects against most mental attacks.			

Power	Type		
Cortical Suppression	Area mental effect (blank, 66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Mental Barrier level 3	693	138	5
Description			
Causes all nearby enemies to wander aimlessly.			

Alien Energy

Power	Type		
Psyche-Slash	Energy attack		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	123	5
Description			
A powerful but very slow energy-based melee attack.			

Power	Type		
Electron Beam	Electrical attack (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	95	5
Description			
A ranged electrical attack that does moderate damage.			

Power	Type		
Kinetic Barrier	Protects against ranged crushing and piercing attacks (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Electron Beam level 3	797	159	5
Description			
Active defense against crushing and piercing attacks.			

Power	Type		
Phase Cone	Radiation effect (irradiated, 100 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Kinetic Barrier level 3	562	112	5
Description			
Severely irradiates foes within a moderate cone of effect.			

MINUTEMAN

Background Information

Real Name: Frank Stiles
Height: 6'3"
Weight: 170 lbs.
Material Type: Flesh

Bio

Mortally wounded while attempting to foil a communist plot, Frank Stiles was given great powers by an Energy X-imbued statue of a patriotic minuteman. Taking on the name and mantle of this historical figure, he fights crime whenever it threatens honest Americans!

Stats

STR: 6 (Extremely Strong)
SPD: 5 (Very Fast)
AGL: 5 (Very Nimble)
END: 4 (Hardy)
ENG: 4 (Powerful)

Attributes

Disciplined (automatic)
Jumper (automatic)
Heroic (900 CP)
Extra Heroic (1150 CP, requires Heroic)

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Resistant	Mystical: Normal

Notes

Minuteman is a strong, well-balanced fighter. He has various types of melee attacks, and a zero-cost ranged attack as well. He has various defensive powers that help him on the frontlines, and can rally teammates with one of his stronger powers. He's also one of the few stock characters who can gain the Extra Heroic attribute, which is extremely useful in a fight. His main weakness is that in order to build up his attributes, you must neglect his powers for a while. He's also not a great choice when you need a specialist rather than an all-round fighter.

Powers

Patriotism

Power	Type
Smash	Crushing attack, chance to cause stun
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 3	— / 163 / 5
Description	
A slow but powerful melee attack.	

Power	Type
Strike for Freedom	Arc crushing attack, knockback (66 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 1	— / 186 / 5
Description	
Attacks all enemies in an arc.	

Power	Type
300-Percenter	33 EP
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Strike for Freedom level 3	300 / — / 1
Description	
Gives bonus damage for a few seconds.	

Power	Type
Vanquish	Crushing attack, chance to cause stun (66 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
300-Percenter level 1	479 / 95 / 5
Description	
A quick double-attack.	

Power	Type
Patriot Whirl	Arc crushing attack, enemies only (100 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Vanquish level 3	708 / 141 / 5
Description	
A 360-degree spin that strikes everything in its arc.	

Vigilance

Power	Type
National Guard	Redirects ranged piercing damage (66 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 3	— / 130 / 5
Description	
An energy shield that redirects bullets at nearby enemies.	

Power	Type
Minute Missile	Energy damage, chance to cause stun
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 1	— / 114 / 5
Description	
Does a small amount of energy damage and has a decent chance of stunning the target.	

Power	Type
Eternal Vigilance	Defends against ranged piercing damage; always active
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Minute Missile level 3	188 / 37 / 5
Description	
A passive defense with a good chance of deflecting projectiles.	

Power	Type
Rally the Troops	Special effect (33 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Eternal Vigilance level 3	269 / 53 / 5
Description	
Gives nearby allies a combat bonus and increased mental resistance, and cures panic.	

TOMBSTONE

Background Information

Real Name: Nathan Graves

Weight: 130 lbs.

Material Type: Energy

Bio

When Nathan Graves discovered the body of his wife, he was wrongly convicted of her murder and sentenced to death. But as he was being electrocuted, a freak blast of Energy X struck his smoldering corpse, dragging his spirit back from the afterlife to seek justice and punish the wicked—as Tombstone!

Stats

STR: 4 (Strong)

SPD: 5 (Very Fast)

AGL: 6 (Extremely Nimble)

END: 7 (Extraordinarily Hardy)

ENG: 5 (Very Powerful)

Attributes

Jumper (300 CP)

Weaknesses and Resistances

Piercing: Resistant	Electrical: Vulnerable
Crushing: Resistant	Radiation: Vulnerable
Heat: Normal	Energy: Vulnerable
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Resistant

Notes

Some of Tombstone's powers have specific uses that may not come up in most missions, but Possession is very useful for turning an enemy into an ally temporarily. He also has pretty good ranged attacks. With his Jumper attribute, he can get around most maps fairly quickly, and he can get to foes perched high up without needing to fly. Tombstone is extremely versatile, since he can deal three different types of damage: cold, electric, and energy.

Powers

Vengeance

Power	Type		
Phantom Punch	Cold damage		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	100	5
Description			
This punch is tinged with the cold of the grave.			

Power	Type		
Spectre Shots	Electrical damage, chance to cause stun		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	127	5
Description			
Electricity from his own execution is fired from these twin pistols.			

Power	Type		
Dead Reckoning	Energy damage (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Spectre Shots level 3	977	195	5
Description			
A series of three blows, enhanced by the energy of tormented spirits.			

Power	Type		
Power Devour	Mental effect (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Dead Reckoning level 3	388	77	5
Description			
The victim can no longer use powers that require Energy X.			

From Beyond

Power	Type		
Possession	Mental effect (100 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	227	5
Description			
Takes control of a target and makes them do his bidding.			

Power	Type		
Dead Mind	Defends against ranged, area, and ranged mental attacks; always active		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	140	5
Description			
Passive defense that absorbs many mental attacks.			

Power	Type		
Dancing Dead	Special effect (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Dead Mind level 3	171	34	5
Description			
Imbues your fallen allies with a fleeting second life.			

Power	Type		
Translucency	Pass through melee and ranged crushing and piercing damage (100 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Dancing Dead level 3	744	148	5
Description			
Active defense that causes physical attacks to pass right through.			

Power	Type		
Shadow Shift	(33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Translucency level 3	300	—	1
Description			
Teleports to the target location.			

LIBERTY LAD

Background Information

Real Name: Nick Craft
Age: 16
Weight: 120 lbs.
Material Type: Flesh

Bio

Nick Craft, AKA Liberty Lad, is the "little brother" of the team. His whole life, he was often found nose-down in the latest comic book. Through an accident of fate, Nick received an Energy X-saturated blood transfusion from Minuteman, giving the lad a second chance at life… and amazing powers.

Stats

STR: 4 (Strong)
SPD: 6 (Extremely Fast)
AGL: 7 (Extraordinarily Nimble)
END: 4 (Hardy)
ENG: 4 (Powerful)

Attributes

Jumper (Automatic)
Danger Sense (300 CP)
Crack Shot (250 CP, requires Danger Sense)
Nimble (200 CP, requires Crack Shot)

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Notes

Liberty Lad is handy when you need to take on large groups of enemies, but not all of his powers are safe to use around allies. He does have one of the few zero-cost area-effect powers. This teen is very agile, especially after his attributes have been built up, but he's not at all useful in melee or direct-attack situations.

Powers

Rumbling

Power	Type
The Ol' One Two	Crushing damage, chance to cause stun
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 3	— / 130 / 5
Description	
A quick melee attack that strikes twice for low damage.	

Power	Type
Schoolyard Taunt	Mental effect (berserk), (66 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 3	— / 66 / 5
Description	
Enrages enemies and provokes them into attacking.	

Power	Type
Flip-Kick	Piercing damage, knockback (33 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 1	— / 140 / 5
Description	
A powerful melee attack that delivers good damage and knockback.	

Power	Type
Tumble	(33 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Flip-Kick level 3	375 / — / 1
Description	
Moves with a greatly increased dodge ability.	

Power	Type
Throw Voice	Mental effect (berserk, 100 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Tumble level 1	1115 / 225 / 5
Description	
Forces an enemy to use taunt, making his allies go berserk.	

Molecular Control

Power	Type
Firecracker	Area crushing damage, chance to cause stun, enemies only
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 3	— / 186 / 5
Description	
Stun grenade that won't affect allies.	

Power	Type
Energy Grenade	Area energy damage (66 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 1	— / 114 / 5
Description	
A ranged explosive attack.	

Power	Type
Proximity Grenade	Area heat damage, chance to cause stun, knockback (66 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Energy Grenade level 3	479 / 95 / 5
Description	
A bouncing bomb that remains dormant until an enemy gets close.	

Power	Type
Molecular Excitement	Energy effect (66 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Proximity Grenade level 3	161 / 32 / 5
Description	
Turns any inanimate object into a bomb.	

BULLET

Background Information

Real Name: Dwight Arrow
Age: 25
Height: 5'11"
Weight: 190 lbs.
Material Type: Flesh

Bio

Very little fazes Bullet. A career military man, he has a deep-rooted and selfless concern for innocents caught in the crossfire of any conflict. Imbued with fantastic powers of speed, he's always the first into battle.

Stats

STR: 5 (Very Strong)
SPD: 10 (Quicksilver)
AGL: 4 (Nimble)
END: 5 (Very Hardy)
ENG: 4 (Powerful)

Attributes

Rapid Metabolism (Automatic)
Cosmic Chump (Automatic)
Fast Healing (500 CP)
Heroic (900 CP, Requires Fast Healing)

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Vulnerable
Heat: Normal	Energy: Vulnerable
Cold: Normal	Acid: Vulnerable
Mental: Normal	Mystical: Normal

Notes

Because of his exceptionally high speed, Bullet is useful in many situations. He can scout out an area from relative safety, or he can quickly sprint into melee combat, running out again if he starts to take damage. His Whirlwind power is especially effective against many types of foes, and his Fast Healing and Heroic attributes make him hard to kill if you manage him carefully. He has two main weaknesses: he's weak against some fairly common power types, and he has very limited ranged attacks. Whirlwind isn't effective in every situation, and it's expensive to use.

Powers

Fists of Fury

Power	Type
One-Shot Punch	Crushing damage, knockback
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 3	— / 175 / 5
Description	
A high-velocity jab.	

Power	Type
Fist Flurry	Crushing damage (66 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 1	— / 159 / 5
Description	
Delivers three strikes in quick succession.	

Power	Type
Speeding Bullet	(66 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Fist Flurry level 3	375 / — / 1
Description	
Knocks back enemies at the end of a sprinting run.	

Power	Type
Fist Fusillade	Crushing damage, chance to cause stun (100 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Speeding Bullet level 1	340 / 68 / 5
Description	
Delivers six small strikes in rapid succession.	

Speeding Bullet

Power	Type
Sprint	(33 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 1	— / — / 1
Description	
Allows you to move to a spot nearby instantly.	

Power	Type
Whirlwind	Electrical damage, knockback, homing (66 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 3	— / 203 / 5
Description	
Carries opponents into the air and stuns them with electricity.	

Power	Type
Energize	Special effect (Energy regen, 33 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 1	— / 152 / 5
Description	
Speeds up another character's regeneration, but increases their susceptibility to stun.	

Power	Type
Hyper Spin	Deflects ranged crushing and piercing damage (66 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Energize level 3	850 / 170 / 5
Description	
Spins so fast that bullets bounce off him!	

Power	Type
Electrify	(33 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Hyper Skin level 3	750 / — / 1
Description	
Charges him up so he releases a blast of electricity every few seconds.	

GREEN GENIE

Background Information

Real Name: Jani Al-Hajani

Weight: 130 lbs.

Material Type: Flesh

Bio

Young Jani Al-Hajani was taken to Patriot City to be handed off in an arranged marriage. While she was making her escape, a bolt of Energy X transformed her into the giggling glamour-girl of Freedom Force—Green Genie!

Stats

STR: 3 (Normal)

SPD: 9 (Fantastically Fast)

AGL: 7 (Extraordinarily Nimble)

END: 4 (Hardy)

ENG: 5 (Very Powerful)

Attributes

Weak Minded (Automatic)

Glass Bones (Automatic)

Flier (Automatic)

Nimble (Automatic)

Strange Visitor (300 CP)

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Vulnerable	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Vulnerable	Mystical: Normal

Notes

Although this dish can't dish out a lot of damage, Green Genie is deceptively useful in a lot of combat situations. She can help with crowd control using both Object Lesson and Polymorph, and her good rate of Energy regeneration allows her to use her powers often. She has an exceptionally high speed when flying, and her Static Zap can exploit the weaknesses of some otherwise hard-to-damage foes. She also has some "fun" abilities that make combat more amusing, such as her power to swap random characters in combat. Unfortunately, in a toe-to-toe fight she's weak.

Powers

Metamorph

Power	Type		
Object Lesson	Mystical effect (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	70	5
Description			
Temporarily turns the target into a vase of pretty flowers.			

Power	Type		
Polymorph	Mystical effect (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	113	5
Description			
Turns an enemy into a minion who will fight for you.			

Power	Type		
Doppelganger	Special effect (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	39	5
Description			
Temporarily turns a hero into another, randomly selected hero.			

Power	Type		
Speeding Frenzy	Energy effect (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Doppelganger level 3	451	90	5
Description			
Temporarily increases the movement speed of an ally.			

Power	Type		
Buoyancy	Special effect (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Speeding Frenzy level 3	637	127	5
Description			
Allows other heroes to fly for a limited time.			

Bag of Tricks

Power	Type		
Static Zap	Electrical attack, chance to cause stun		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	130	5
Description			
Direct attack that does a small amount of electrical damage.			

Power	Type		
Sow the Wind	Crushing attack, knockback (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	38	5
Description			
Does minor damage to objects and creatures, and hurls them upward for extra fun.			

Power	Type		
Teleport Swap	(33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	—	1
Description			
Instantly swaps locations with any ally.			

Power	Type		
Chaotic Deflection	Deflects ranged acid, radiation, and piercing damage		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Teleport Swap level 1	575	115	5
Description			
Has a small chance of deflecting most ranged attacks.			

Power	Type		
Joy Buzzer	Electrical damage, chance to cause stun, knockback (100 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Chaotic Deflection level 3	600	120	5
Description			
A surprisingly effective hand-to-hand attack, with extra electric stun.			

The Ant

Background Information

Real Name: John Miller
Age: 19
Height: 5'7"
Weight: 160 lbs.
Material Type: Flesh

Bio

The Ant hates those who prey on the weak and defenseless. Imbued with the powers of ants and control over them, he's doggedly determined when it comes to besting an opponent. When he's not rounding up criminals, he tends to be quiet and introspective because he doubts his place on the team. His lack of self-confidence is his major weakness.

Stats

STR: 5 (Very Strong)
SPD: 5 (Very Fast)
AGL: 5 (Very Nimble)
END: 6 (Extremely Hardy)
ENG: 4 (Powerful)

Attributes

Heavy Lifter (Automatic)
Wall Climbing (Automatic)
Nimble (200 CP)

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Notes

The Ant is another fairly specialized character. He's good in brawls where it's few against many. He can also burrow into the ground for safety if things go bad, even using Tunnel Travel to move around without being struck Purchase Metabolize for The Ant as soon as possible. This makes him far less likely to get accidentally damaged by his own Acid Bombs.

Powers

Soldier Ant

Power	Type		
Thorax Punch	Crushing damage, knockback		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	213 CP	5
Description			
A melee attack with moderate knockback.			

Power	Type		
Acid Bomb	Area acid attack, chance to cause acid burn (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	131	5
Description			
Grenade that causes acid burn within a moderate radius.			

Power	Type		
Pincer Punch	Crushing damage, chance to cause stun (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Acid Bomb level 3	889	177	5
Description			
A melee attack with moderate damage, but a very high chance to stun.			

Power	Type		
Metabolize	Absorbs ranged and area acid attacks; always active		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Pincer Punch level 3	564	112	5
Description			
Absorbs acid and radiation damage from ranged and area attacks.			

Power	Type		
Mandible Assault	Crushing damage, chance to cause stun (100 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Metabolize level 3	931	186	5
Description			
Triple attack that strikes everything in a forward-facing arc.			

Worker Ant

Power	Type		
Burrow			
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	—	1
Description			
Burrows into the earth, avoiding any attacks.			

Power	Type		
Shove	Crushing effect, knockback		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	242	5
Description			
High knockback, but causes no damage.			

Power	Type		
Tunnel Travel	(33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	—	1
Description			
Burrows and moves through the earth, avoiding any attacks.			

Power	Type		
Ultrasonic Squeal	Area crushing damage, chance to cause stun (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Tunnel Travel level 1	162	32	5
Description			
Stuns everyone, friend or foe, in a large radius.			

Power	Type		
Ant Swarm	Mystical effect (blind), homing (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Ultrasonic Squeal level 3	612	122	5
Description			
Flying ants swarm around the target, blinding them.			

QUETZALCOATL

Background Information

Real Name: Johnny Azotl

Weight: 80 lbs.

Material Type: Flesh

Bio

Johnny Azotl used to scorn the traditions of his ancestors until the power of Energy X combined with an ancient staff to reawaken the Aztec god Quetzalcoatl!

Stats

STR: 5 (Very Strong)

SPD: 5 (Very Fast)

AGL: 5 (Very Nimble)

END: 6 (Extremely Hardy)

ENG: 5 (Very Powerful)

Attributes

Flier (Automatic)

Beautiful (250 CP)

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Notes

Quetzalcoatl has a pretty good balance of melee attacks and restorative powers, and even a higher-end ranged attack that does heavy damage. He's weak when it comes to low-cost attacks at a distance, though, and he isn't always useful when a mission calls for specialists. His greatest use is in teaming up with Law to form an infinite healing loop. His Aztec Mercy power and her Mercy power each sacrifice part of the user's HP to heal double the amount in a target. This means that you can have the two characters heal each other numerous times for a net gain in Health, and then use some of that Health to heal the other two squad members. This trick isn't foolproof. Healing takes time and this trick starts off not healing much damage, while requiring 33 EP. However, it's extremely useful when you have a bit of a breather between tough fights.

Powers

Mercy

Power	Type		
Aztec Mercy	Special effect (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	112	5
Description			
Transfers health to another hero.			

Power	Type		
Remove Curse	Special effect (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	—	1
Description			
Cures physical afflictions, such as acid burns and radiation.			

Power	Type		
Mindwash	Special effect (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	—	1
Description			
Ancient tribal powers cure an ally of all mental and mystical states.			

Power	Type		
Radiant Infusion	Special effect (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Mindwash level 1	277	55	5
Description			
All allies within a certain radius gain increased energy regeneration, but also suffer from unstable energy.			

Power	Type		
Sacrifice	Special Effect, sacrifice self (100 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Radiant Infusion level 3	1244	—	1
Description			
This ultimate sacrifice fully heals and energizes all allies within range, even unconscious ones.			

Vengeance

Power	Type		
Snake Venom Smash	Acid effect (acid burn)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	68	5
Description			
A melee attack that burns with acid.			

Power	Type		
Serpent Strike	Mystical effect (stun, hex)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	60	5
Description			
A melee attack that curses the foe, making them very susceptible to stun.			

Power	Type		
Sunblock	Defends against ranged and area radiation and heat attacks (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	151	5
Description			
Active defense against fire and radiation.			

Power	Type		
Hex of the Snake	Crushing damage, chance to cause stun (100 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Sunblock level 3	702	140	5
Description			
A mystical snake that crushes an opponent for severe damage.			

Power	Type		
Proxy Shield	Defends against ranged and area radiation and heat attacks; ally only (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Hex of the Snake level 3	1011	202	5
Description			
Shields an ally against fire and radiation.			

EVE

Background Information

Real Name: Unknown

Height: 7'0"

Weight: 210 lbs.

Material Type: Wood

Bio

Eve first appeared in a Patriot City park, clad in nothing at all and armed with a decidedly deadly bow. She can fire her bow with pinpoint accuracy, shows some limited control over plant and animal life, and has a hypnotic effect on human males. Eve is extremely quiet, almost never speaking to the public, or even to the team.

Stats

STR: 4 (Strong)

SPD: 4 (Fast)

AGL: 5 (Very Nimble)

END: 5 (Very Hardy)

ENG: 5 (Very Powerful)

Attributes

Beautiful (Automatic)

Crack Shot (Automatic)

Temperature Control (Automatic)

Weaknesses and Resistances

Piercing: Resistant	Electrical: Resistant
Crushing: Normal	Radiation: Vulnerable
Heat: Normal	Energy: Resistant
Cold: Highly Resistant	Acid: Vulnerable
Mental: Normal	Mystical: Vulnerable

Notes

This character combines various accurate projectile attacks with multiple status effects, which can be nicely effective in certain situations. Binding Vines is especially handy when you need to keep an enemy from fleeing, or keep a grounded flyer from taking off again, and Acid Arrow is very nice for progressive damage. She doesn't have much in the way of heavy immediate damage, though, and her vulnerabilities and limited protective powers mean that she can't stand up to a lot of damage.

Powers

Archery

Power	Type		
Arrow	Piercing damage		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	147	5
Description			
A weak but accurate long-range attack.			

Power	Type		
Living Arrow	Piercing damage, chance to cause stun, homing (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	120	5
Description			
Homes in on its target.			

Power	Type		
Acid Arrow	Acid damage, chance to cause acid burn (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	110	5
Description			
A ranged attack that causes progressive acid damage.			

Power	Type		
Swarm of Arrows	Piercing damage, during flight spawns up to 4 more projectiles (100 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Acid Arrow level 3	1607	321	5
Description			
Splits an arrow into multiple arrows that seek out and strike random enemies.			

Nature's Glory

Power	Type		
Nature's Kiss	Mental effect (hypnosis)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	72	5
Description			
Small chance of causing hypnosis.			

Power	Type		
Swarm of Leaves	Mystical effect (blind, 66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	163	5
Description			
A swarm of leaves blinds the enemy.			

Power	Type		
Binding Vines	Mystical effect (stasis, 66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	99	5
Description			
A paralyzing attack that binds the target with vines.			

Power	Type		
Empathy	(33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Binding Vines level 3	373	—	1
Description			
An active defense that causes enemies to suffer some of the damage they inflict.			

The Bard

Background Information

Real Name: Harry Holmes

Weight: 160 lbs.

Material Type: Flesh

Bio

Harry Holmes was obsessed with the works of William Shakespeare, and it cost him the love of his life. When he hurled away his lute in frustration, he unwittingly struck a nearby canister of Energy X. The resulting explosion imbued him with the power of the muse, transforming him into The Bard.

Stats

STR: 4 (Strong)

SPD: 4 (Fast)

AGL: 6 (Extremely Nimble)

END: 5 (Very Hardy)

ENG: 6 (Extremely Powerful)

Attributes

Nimble (Automatic)

Jumper (Automatic)

Beautiful (250 CP)

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Notes

The Bard has some very esoteric powers, so play around with different effects to see what they do. Compared to the other options, though, The Bard is far down on the list. His powers can increase his allies' skills or negatively affect the enemy, but he's severely lacking in combat power. Several of The Bard's powers are very useful in a support role, whether it involves buffing other characters or using status effects to temporarily remove foes from a fight.

Powers

Act 1

Power	Type		
Prancing Punch	Crushing damage		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	51	5
Description			
A standard melee attack.			

Power	Type		
Mighty Pen	Mystical attack, chance to cause stun, chance to cause blindness		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	93	5
Description			
A blinding squirt of ink from the author's quill.			

Power	Type		
Crispin's Cry	Special effect (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	114	5
Description			
Temporarily gives nearby heroes a damage bonus, increases mental resistance, cures panic.			

Power	Type		
Alas Poor Yorick	Crushing damage, chance to cause stun, enemies only (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Crispin's Cry level 3	945	189	5
Description			
Hurls an exploding skull for moderate damage.			

Act 2

Power	Type		
Titania's Charm	Defends against ranged and area mental and mystical attacks; ally only (100 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	179	5
Description			
Active defense against most mystical and magical attacks.			

Power	Type		
Lullaby	Mental effect (blank, 66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	154	5
Description			
Direct attack that dulls the mind of the victim, making them wander aimlessly.			

Power	Type		
Music of Love	Mental effect (hypnosis, 100 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	72	5
Description			
A lovely melody that hypnotizes those who hear it.			

Power	Type		
Ghostly Gambol	Special effect (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Music of Love level 3	401	80	5
Description			
A dance that briefly revives the unconscious to fight by his side.			

MICROWAVE

Background Information

Real Name: Unit 051096
Age: N/A
Height: 5'11"
Weight: 520 lbs.
Material Type: Metal

Bio

In an alternate future, robots rule the Earth and human beings are a pestilence to be hunted and destroyed. This is the only thing Microwave could recall after Mentor accidentally erased his memory banks while trying to subdue the savage robot. With a clean slate, Microwave has turned his radioactive powers toward fighting crime.

Stats

STR: 4 (Strong)
SPD: 3 (Normal)
AGL: 2 (Clumsy)
END: 5 (Very Hardy)
ENG: 6 (Extremely Powerful)

Attributes

Cybernetic Brain (Automatic)
Radioactive (Automatic)
Charged (350 CP)

Weaknesses and Resistances

Piercing: Resistant	Electrical: Defenseless
Crushing: Resistant	Radiation: Highly Resistant
Heat: Resistant	Energy: Vulnerable
Cold: Normal	Acid: Normal
Mental: Resistant	Mystical: Resistant

Notes

Microwave is a fairly specialized character. He's great against enemies who are weak against radiation or energy attacks, but beyond that he doesn't have much firepower. He's also slow on foot, lagging behind most other characters. When fighting enemies with lots of resistances, utilize the Microwave's Genetic Damage power to make short work of them.

Powers

Beam Projection

Power	Type		
Microwave Beam	Radiation damage		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	70	5
Description			
Short-range radiation attack.			

Power	Type		
Irradiate	Radiation effect (irradiated, 33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	132	5
Description			
Causes the target to become radioactive and take progressive damage.			

Power	Type		
Rad Cone	Radiation damage (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	117	5
Description			
Directed burst of radiation over a short range.			

Power	Type		
Meltdown	Energy damage (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Rad Cone level 3	414	82	5
Description			
A ranged energy attack that passes through obstacles.			

Materialization

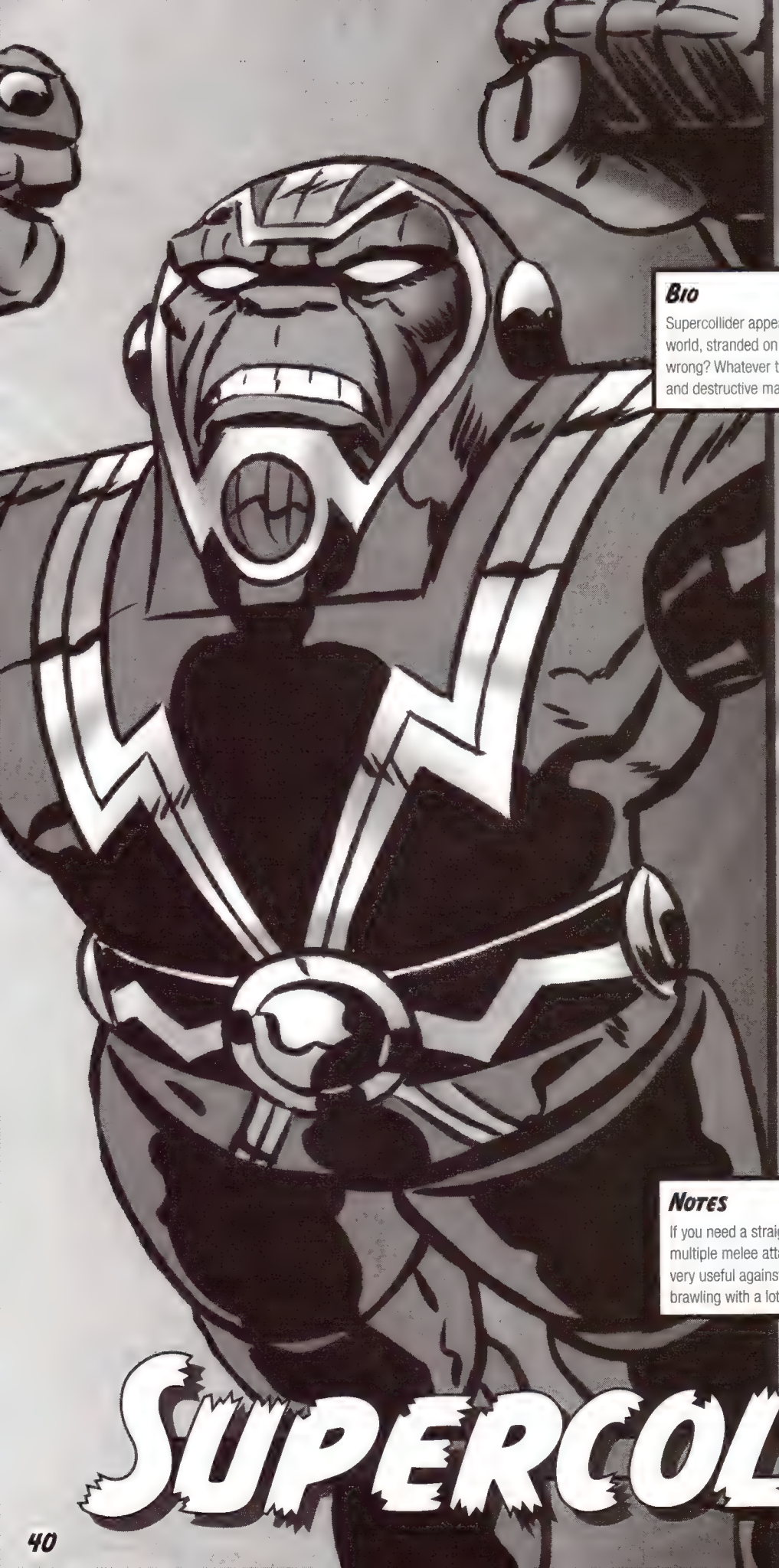
Power	Type		
Interference	Energy damage		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	252	5
Description			
An attack with a semi-materialized hand, causing energy damage.			

Power	Type		
Displace Image	(66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	—	1
Description			
User becomes temporarily invulnerable but cannot attack.			

Power	Type		
Teleport Self	(33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Displace Image level 1	300	—	1
Description			
Moves to any point within visual range.			

Power	Type		
Genetic Damage	Radiation effect (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Teleport Self level 1	592	118	5
Description			
Reverses the vulnerabilities/resistances of a target.			

Power	Type		
Clone Self	(100 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Genetic Damage level 3	750	—	1
Description			
Creates a duplicate of the user.			



Background Information

Real Name: Unknown
Height: 8'6"
Weight: 770 lbs.
Material Type: Stone

Bio

Supercollider appeared seemingly out of nowhere. Is he a visitor from another world, stranded on our planet? Or maybe a secret government project gone wrong? Whatever the case, he seems to be here to help, albeit in a monosyllabic and destructive manner.

Stats

STR: 7 (Extraordinarily Strong)
SPD: 6 (Extremely Fast)
AGL: 1 (Klutz!)
END: 7 (Extraordinarily Hardy)
ENG: 5 (Very Powerful)

Attributes

Weak Minded (Automatic)
Solid Skeleton (500 CP)

Weaknesses and Resistances

Piercing: Highly Resistant	Electrical: Normal
Crushing: Resistant	Radiation: Resistant
Heat: Resistant	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Vulnerable	Mystical: Vulnerable

Notes

If you need a straight-out melee fighter, Supercollider is a great choice. He has multiple melee attack powers and some great defenses. Unfortunately, he's not very useful against distant or flying opponents. Use him only if you're going to be brawling with a lot of land-based foes.

SUPERCOLLIDER

Powers

Carnage

Power	Type
Wham	Crushing damage
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 3	— / 170 / 5
Description	
Slow but damaging melee attack.	

Power	Type
Headbutt	Crushing damage, chance to cause stun, knockback (33 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 3	— / 166 / 5
Description	
Not much damage, but good stun and knockback.	

Power	Type
Slam	Crushing damage, chance to cause stun (66 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 1	— / 121 / 5
Description	
Delivers a blast of crushing damage to all enemies in front of you.	

Power	Type
Shockwave	Crushing damage, knockback (100 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Slam level 3	384 / * / *
Description	
Ground-based targets within a wide cone are knocked away.	

Fury

Power	Type
Shrug Off	Defends against melee, ranged, and area energy, cold and heat attacks
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 3	— / 153 / 5
Description	
Passive defense that protects against energy, fire, and cold damage.	

Power	Type
Proton Shield	Defends against ranged piercing and electrical attacks (66 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 1	— / 147 / 5
Description	
Active defense, shielding the user from piercing and electrical projectiles.	

Power	Type
Roaring Doom	Mental effect (panic, 33 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Proton Shield level 3	333 / * / *
Description	
Induces panic in a large area, leaving opponents ripe for a beating.	

BLACK JACK

Background Information

Real Name: Jack St. John Spade

Weight: 140 lbs.

Material Type: Flesh

Bio

Jack St. John Spade spent his hours at the institute brooding over the plight of England's soldiers and playing cards with his friend and mentor, an innocent man who he was later forced to destroy to preserve crucial war secrets. Now, his cards are on the table and the allies have a new trump card—Black Jack.

Stats

STR: 3 (Normal)

SPD: 5 (Very Fast)

AGL: 6 (Extremely Nimble)

END: 4 (Hardy)

ENG: 4 (Powerful)

Attributes

Nimble (Automatic)

Heroic (Automatic)

Wall Climbing (200 CP)

Danger Sense (300 CP, requires Wall Climbing)

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Notes

Black Jack is quite useful in multiple combat situations. He starts out with zero-cost melee and projectile attacks, as well as a blinding ability that affects an area. With the use of Character points, he can gain another area projectile that causes panic, and yet another projectile that paralyzes a distant target. His Limey Lure is extremely useful in getting a crowd of enemies off your back. His drawbacks are low strength and few attacks that exploit enemy weaknesses.

Powers

Standard Issue

Power	Type		
Biff for Blighty	Crushing damage, chance to cause stun		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	115	5
Description			
A standard melee attack.			

Power	Type		
Rapid Fire	Piercing damage		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	179	5
Description			
A short burst of bullets.			

Power	Type		
Lights Out!	Crushing damage (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Rapid Fire level 3	751	150	5
Description			
A series of rapid blows, too fast for the eye to follow.			

Power	Type		
Precision Shot	Piercing damage, chance to cause stun (100 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Lights Out! level 3	334	66	5
Description			
A highly accurate pistol shot.			

Gadgets!

Power	Type		
Limey Lure	Special effect (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	—	1
Description			
Creates a duplicate decoy to distract and confound the enemy.			

Power	Type		
Off the Cuff	Acid attack (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	121	5
Description			
Flicks out a playing card tipped with acid.			

Power	Type		
Fawkes' Flashers	Area mystical effect (blind, 33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	220	5
Description			
A grenade that gives off a burst of blinding light.			

Power	Type		
Lion's Roar	Area mental effect (panic, 66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Fawkes' Flashers level 3	605	121	5
Description			
A grenade that causes panic in anyone within range.			

Power	Type		
Albion's Grip	Area mystical attack (stasis, 66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Lion's Roar level 3	672	134	5
Description			
Wraps the target in wire, causing paralysis.			

TRICOLOUR

Background Information

Real Name: Sabrine Tricolette

Weight: 140 lbs.

Material Type: Flesh

Bio

Sabrine Tricolette is a formidable fencer. Donning the flag of her native France, she now fights for freedom as Tricolour!

Stats

STR: 3 (Normal)

SPD: 6 (Extremely Fast)

AGL: 7 (Extraordinarily Nimble)

END: 4 (Hardy)

ENG: 4 (Powerful)

Attributes

Nimble (Automatic)

Berserker (Automatic)

Blitzkrieg (Automatic)

Danger Sense (300 CP)

Heroic (900 CP, requires Danger Sense)

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Notes

Whereas some characters are strong melee fighters who go for heavy damage, Tricolour goes more for speed and accuracy. However, she has some fairly powerful attacks as well. After you spend some Character points on her, she gets various defensive abilities and a possible extra Hero Point, but she's very weak on ranged attacks. Tricolor can dole out lots of damage, but can't take much damage from foes. More importantly, if her Berserker trait causes her to become Enraged, it's difficult to get her to retreat from a dangerous situation. Lastly, you may consider alternating her high damage Elegent Melee attack with Sabre Slash.

Powers

Touche

Power	Type		
Elegant Melee	Piercing damage		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	199	5
Description			
A quick coupe dealing moderate piercing damage.			

Power	Type		
Blinding Blade	Mystical effect (blind, 33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	125	5
Description			
A rapier reflection that blinds bad guys.			

Power	Type		
Dancing Whirlwind	Piercing damage, chance to cause stun (100 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	168	5
Description			
A swirling sabre that deals moderate piercing damage in a 180-degree arc.			

Power	Type		
Precision Blade	Piercing damage, chance to cause stun, chance to cause decrease		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Dancing Whirlwind level 3	558	111	5
Description			
Very fast lunge that saps the victim's speed.			

En Garde

Power	Type		
Sabre Slash	Crushing damage, chance to cause stun		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	221	5
Description			
A fast slash that has a good chance of stunning the victim.			

Power	Type		
Parry	Defends against melee crushing and piercing damage 55% of the time		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	97	5
Description			
A passive defense that often blocks crushing and piercing melee attacks.			

Power	Type		
Reflexive Swat	Defends against ranged piercing attacks (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Parry level 3	654	130	5
Description			
An active defense that reflects ranged piercing attacks.			

Background Information

Real Name: Sarah Whitney
Age: 21
Height: 5'11"
Weight: 150 lbs.
Material Type: Flesh

Bio

Law started her crime-fighting career early, as a witness to a botched mob hit that took her sight. Becoming the target of hitmen herself, she was placed under the protection of an honest cop. When the pair were struck with Energy X, they became inextricably linked and formed the tag team of Law and Order.

Stats

STR: (Strong)
SPD: (Fast)
AGL: (Nimble)
END: 5 (Very Hardy)
ENG: 5 (Very Powerful)

Attributes

Blind (Automatic)
Danger Sense (Automatic)
Heroic (Automatic)

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Notes

Law is bonded with Order and only one can be on the field at a time. On the positive side, you get two characters for the price of one. Law has limited melee ability, but her Balance power is good for healing herself and damaging a healthy enemy, and she's good at defense. Her main draw is her healing abilities, especially the infinite healing loop when she's paired with Quetzalcoatl. His Aztec Mercy power and her Mercy ability each sacrifice part of the user's HP to heal double the amount in a target. This means that you can have the two characters heal each other numerous times for a net gain in Health and use some of that Health to heal the other two squad members. This trick isn't foolproof—healing takes time, and it starts off pretty weak while requiring 33 EP. But it's extremely useful when you have a bit of a breather between tough fights.

LAW

Powers

Justice

Power	Type
Justice	Defends against melee crushing, piercing, and electrical damage

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 3	—	102	5

Description

A passive defense that shields the user from many melee attacks.

Power	Type
Thrust	Piercing damage

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 3	—	106	5

Description

A standard melee attack.

Power	Type
Slash	Arc piercing damage, knockback (33 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 1	—	212	5

Description

A melee attack with a wide arc.

Power	Type
Trouncing	Crushing damage, chance to cause stun (66 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Slash level 3	1159	*	*

Description

Delivers three strong attacks in quick succession.

Balance

Power	Type
Transform	★

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 1	—	—	1

Description

Transforms Law into her counterpart, Order.

Power	Type
Mercy	Special effect (33 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 3	—	63	5

Description

Transfers health points to other characters.

Power	Type
Harmony	Defends against melee and area radiation, electrical, cold, and heat attacks (100 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 3	—	156	5

Description

Prevents damage from elemental forces.

Power	Type
Commuted Sentence	Special effect (66 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 1	—	—	1

Description

Cures physical conditions like acid burns or radiation.

Power	Type
Balance	Mystical effect (66 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Commuted Sentence level 1	255	51	5

Description

Pools hit points of the user and the target, and then divides them equally.

ORDER

Background Information

Real Name: Don Samson
Age: 24
Height: 7'3"
Weight: 330 lbs.
Material Type: Flesh

Bio

Don Samson was a rookie cop in Patriot City. Assigned to protect a witness and told to "look the other way," Don's resolve to uphold the law was only strengthened. When he and the witness were struck with Energy X, they became inextricably linked and formed the tag team of Law and Order.

Stats

STR: 8 (Incredibly Strong)
SPD: 3 (Normal)
AGL: 1 (Klutz!)
END: 8 (Incredibly Hardy)
ENG: 4 (Powerful)

Attributes

Berserker (Automatic)
Jumper (300 CP)
Heroic (900 CP, requires Jumper)

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Notes

Order forms half of a special pairing with Law. Only one can be active at a time, but you get two characters for the price of one. Order's specialty is brutal melee combat. His hammer hits hard and, in some cases, over a large area. His main drawbacks are that he may go berserk in combat, possibly damaging his allies. Also, his lack of ranged firepower is a detriment. His main use is Law's healing abilities. When Law's healing abilities aren't needed, swap in Order to dish out damage.

Powers

Punishment

Power	Type
Punishment	Crushing damage

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 3	—	116	5

Description

A whack with the hammer of punishment, delivering high knockback.

Power	Type
Hammer Crush	Crushing damage, chance to cause stun (33 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 3	—	75	5

Description

Decent damage, with very good chance of stun.

Power	Type
Quake	Crushing damage, chance to cause stun, knockback (66 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 1	—	55	5

Description

Delivers a lot of knockback and stun to anyone on the ground nearby.

Power	Type
Hammer Carnage	Crushing damage, chance to cause stun (66 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Quake level 3	1166	233	5

Description

A swift double swing, for double damage.

Fury

Power	Type
Transform	★

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 1	—	—	1

Description

Transforms Order into his counterpart, Law.

Power	Type
Blind Justice	★

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 1	—	—	1

Description

Goes berserk, with a bonus to strength, but attacks anyone in range.

Power	Type
Condemnation	Arc crushing damage, knockback (100 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 1	—	156	5

Description

A powerful spinning attack that damages and knocks back all within a radius.

Power	Type
Order in the Court	Mental effect (panic, 33 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Condemnation level 3	180	36	5

Description

Causes panic in a large radius.

Iron Ox

Background Information

Real Name: Alfred Jenkins
Age: 46
Height: 7'8"
Weight: 790 lbs.
Material Type: Metal

Bio

Alfred "Iron Ox" Jenkins spent much of his youth traveling around England, boxing in exhibition matches. But as the thrill of the fight faded, Alfred retired to America, seeking new fortunes. When struck by a beam of Energy X, Alfred found himself invigorated and ready to fight once more!

Stats

STR: 6 (Extremely Strong)
SPD: 5 (Very Fast)
AGL: 5 (Very Nimble)
END: 4 (Hardy)
ENG: 4 (Powerful)

Attributes

Armored (Automatic)
Jumper (Automatic)
Grim Resolve (200 CP)
Disciplined (350 CP, requires Grim Resolve)

Weaknesses and Resistances

Piercing: Highly Resistant	Electrical: Defenseless
Crushing: Resistant	Radiation: Resistant
Heat: Resistant	Energy: Vulnerable
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Resistant

Notes

Iron Ox is a brawler, with various melee attacks paired with a few defensive powers. Unlike some of the others in this hero type, he actually has good speed. Combined with his Jumper attribute, this enables him to get around the map well. He even has a few ranged abilities, but he lacks attacks that affect various weakness types.

Powers

Pugilism

Power	Type
Biff	Crushing damage, chance to cause stun, knockback

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 3	—	211	5

Description

Not much damage, but good stun and knockback.

Power	Type
Haymaker	Crushing damage, knockback (33 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 1	—	219	5

Description

Good melee attack that knocks the opponent up and away.

Power	Type
Fancy Footwork	Deflects melee and ranged crushing and piercing damage

Requirements	Cost to Buy	Cost to Raise	Max Level
Haymaker level 3	455	91	5

Description

Dodges some incoming attacks automatically.

Sparring

Power	Type
Jab	Piercing damage

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 3	—	146	5

Description

Melee attack that pierces an opponent's defenses.

Power	Type
Sunday Punch	Energy damage, chance to cause stun (66 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 3	—	158	5

Description

Throws out a shockwave of damage to stun an opponent.

Power	Type
Iron Jaw	Defends against melee crushing damage (66 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 1	—	98	5

Description

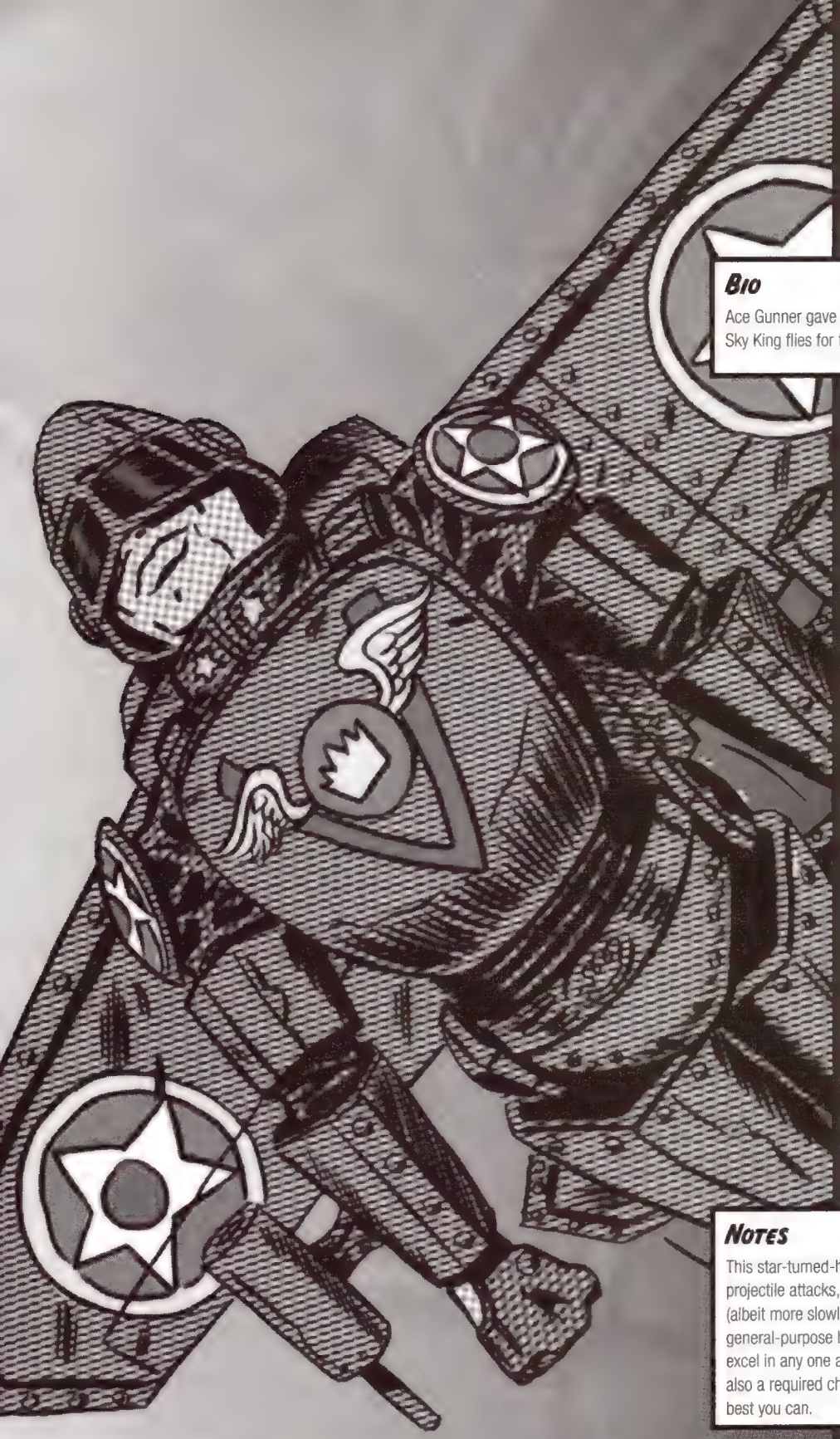
Active defense that gives extra protection against mundane damage.

Power	Type
Force Wave	Crushing damage, knockback (100 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Iron Jaw level 3	796	159	5

Description

Short-range wave of crushing force.



SKY KING

Background Information

Real Name: Ace Gunner

Weight: 420 lbs.

Material Type: Metal

Bio

Ace Gunner gave up the easy life of a movie star to become a hero in real life. Now Sky King flies for the allies!

Stats

STR: 4 (Strong)

SPD: 3 (Normal)

AGL: 3 (Normal)

END: 5 (Very Hardy)

ENG: 4 (Powerful)

Attributes

Flier (Automatic)

Heroic (Automatic)

Unbeliever (Automatic)

Weaknesses and Resistances

Piercing: Resistant	Electrical: Defenseless
Crushing: Resistant	Radiation: Resistant
Heat: Resistant	Energy: Vulnerable
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Highly Resistant

Notes

This star-turned-hero is a fairly average fighter. He has zero-cost melee and projectile attacks, is average in the way of defense and area attacking, and can fly (albeit more slowly than many of the team's other fliers). As with some of the other general-purpose heroes, he does many things with average ability, but doesn't excel in any one area. He can't do much to exploit enemy weaknesses, but he's also a required character in multiple missions, so learn to use his strengths as best you can.

Powers

Forged Fists

Power	Type
Steel Fists	Crushing damage

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 3	—	198	5

Description

A double punch with armored fists.

Power	Type
Chain Gun	Piercing damage

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 1	—	287	5

Description

A burst of bullets from Sky King's chain gun—long range, but low accuracy.

Power	Type
Fueled Punch	Arc crushing damage, knockback self (66 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Chain Gun level 3	991	198	5

Description

This highly damaging powered punch may be a bit too potent. It knocks over the user too!

Power	Type
Grenade Launcher	Area piercing damage, chance to cause stun (66 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
*	*	*	*

Description

Launches an exploding grenade.

Forged Flight

Power	Type
Bulletproof Armor	Deflects ranged piercing attacks; always active

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 3	—	65	5

Description

Passive defense that deflects bullets.

Power	Type
Afterburner	(33 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 1	—	—	1

Description

A quick burst of speed while in flight.

Power	Type
Blast Off	Heat damage, knockback (100 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 1	—	74	5

Description

A powerful area-blast of jetwash from Sky King's jetpack.

Power	Type
Sonic Boom	(66 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Blast Off level 3	600	—	1

Description

A burst of quick flight leaving devastation in its wake.

Background Information

Real Name: Hank Waters

Age: 37

Weight: 290 lbs.

Material Type: Frozen

Bio

With his fishing business failing, Hank Waters was taking his trawler out for one last trip. Horrified to catch a stowaway on board, Hank was in the middle of berating her when the pair were caught in a shower of Energy X. Hank's powers extend from his time with the ocean, and he has sworn to use them to protect the children of the world.

Stats

STR: 6 (Extremely Strong)

SPD: 5 (Very Fast)

AGL: 4 (Nimble)

END: 6 (Extremely Hardy)

ENG: 5 (Very Powerful)

Attributes

Cold Blooded (Automatic)

Density Control (Automatic)

Flier (Automatic)

Weaknesses and Resistances

Piercing: Resistant	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Defenseless	Energy: Resistant
Cold: Resistant	Acid: Normal
Mental: Normal	Mystical: Normal

Notes

Man O' War is another flying specialist. Much like El Diablo, he leans toward exploiting certain enemy weaknesses, making him very useful against some but less so against others. Like Eve, he's useful against other flying enemies with his stasis-inducing attack, but unfortunately you recruit him late enough in the campaign that it's hard to train him up to higher levels of usefulness.

Man O' War

Powers

Call the Storm

Power	Type		
Electric Arc	Arc electrical damage, chance to cause stun		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	108	5
Description			
A shocking melee attack that hits everything within a short arc.			

Power	Type		
Storm Bolt	Electrical damage, chance to cause stun (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	99	5
Description			
A small bolt of lightning with high accuracy.			

Power	Type		
Magnetic Harbor	Defends against ranged and area piercing and electrical attacks (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	202	5
Description			
An active defense that's useful against projectiles and electricity.			

Power	Type		
Kraken's Scales	Defends against melee crushing and piercing attacks; always active		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Magnetic Harbor level 3	293	58	5
Description			
A passive defense against some crushing and piercing attacks.			

Power	Type		
Ball Lightning	Electrical damage, chance to cause stun, homing (100 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Kraken's Scales level 3	485	97	5
Description			
This high-damage ball of electricity moves slowly but homes in on its target.			

Control the Waves

Power	Type		
Pressure Punch	Crushing damage, knockback		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	175	5
Description			
Delivers moderate damage and knockback.			

Power	Type		
Bermuda Triangle	Mystical effect (stasis, 33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	149	5
Description			
An entangling projectile attack.			

Power	Type		
Water Jet	Crushing damage, chance to cause stun, knockback (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	44	5
Description			
Low damage, high stun and knockback.			

Power	Type		
Whirlpool	Crushing damage, chance to cause stun, knockback (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Water Jet level 3	516	103	5
Description			
Area attack that knocks back and stuns all within reach.			

SEA URCHIN

Background Information

Real Name: Merry Mason

Age: 13

Weight: 130 lbs.

Material Type: Frozen

Bio

As a stowaway on Man O' War's trawler, Merry Mason had finally escaped her troubled home life. A blast of Energy X gave the pair of them powers linked to the sea. Merry took the name Sea Urchin and decided to help Man O' War safeguard the lives of other children.

Stats

STR: 3 (Normal)

SPD: 6 (Extremely Fast)

AGL: 7 (Extraordinarily Nimble)

END: 4 (Hardy)

ENG: 5 (Very Powerful)

Attributes

Charged (Automatic)

Neutralize (Automatic)

Nimble (Automatic)

Flier (1100 CP)

Weaknesses and Resistances

Piercing: Resistant	Electrical: Resistant
Crushing: Normal	Radiation: Normal
Heat: Defenseless	Energy: Resistant
Cold: Highly Resistant	Acid: Resistant
Mental: Normal	Mystical: Normal

Notes

Sea Urchin is a handy character because of her status-causing effects, and she's even more effective when she gets the Flying attribute. She's good at avoiding or defending against attacks, but she's weak in melee, making her useful mostly as a backup support character. Like Man O' War, she's recruited a bit late in the campaign, making it difficult to bump up her powers and attributes to high levels.

Powers

Dolphin's Child

Power	Type
Snap Kick	Piercing damage, knockback

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 3	—	171	5

Description

A very fast, low-damage kick.

Power	Type
Sonic Shriek	Crushing effect (stun)

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 3	—	78	5

Description

A penetrating beam attack with a good chance of stunning opponents.

Power	Type
Riptide	Piercing damage, chance to cause stun (66 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 1	—	62	5

Description

A melee attack that strikes three times in quick succession.

Power	Type
Power Null	Mental effect (66 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Riptide level 3	406	81	5

Description

Target cannot use powers that require Energy X while affected by this power.

Bubbles

Power	Type
Bubble Swarm	Acid attack, chance to cause acid burn, homing, During flight can spawn up to 3 more projectiles (33 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 3	—	190	5

Description

Fires several weak acidic projectiles that home in on the target.

Power	Type
Bubble Shell	Defends against melee and ranged crushing damage (100 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 3	—	204	5

Description

An active defense against crushing attacks.

Power	Type
Current Bounce	Redirects ranged electrical attacks

Requirements	Cost to Buy	Cost to Raise	Max Level
Starts at level 1	—	70	5

Description

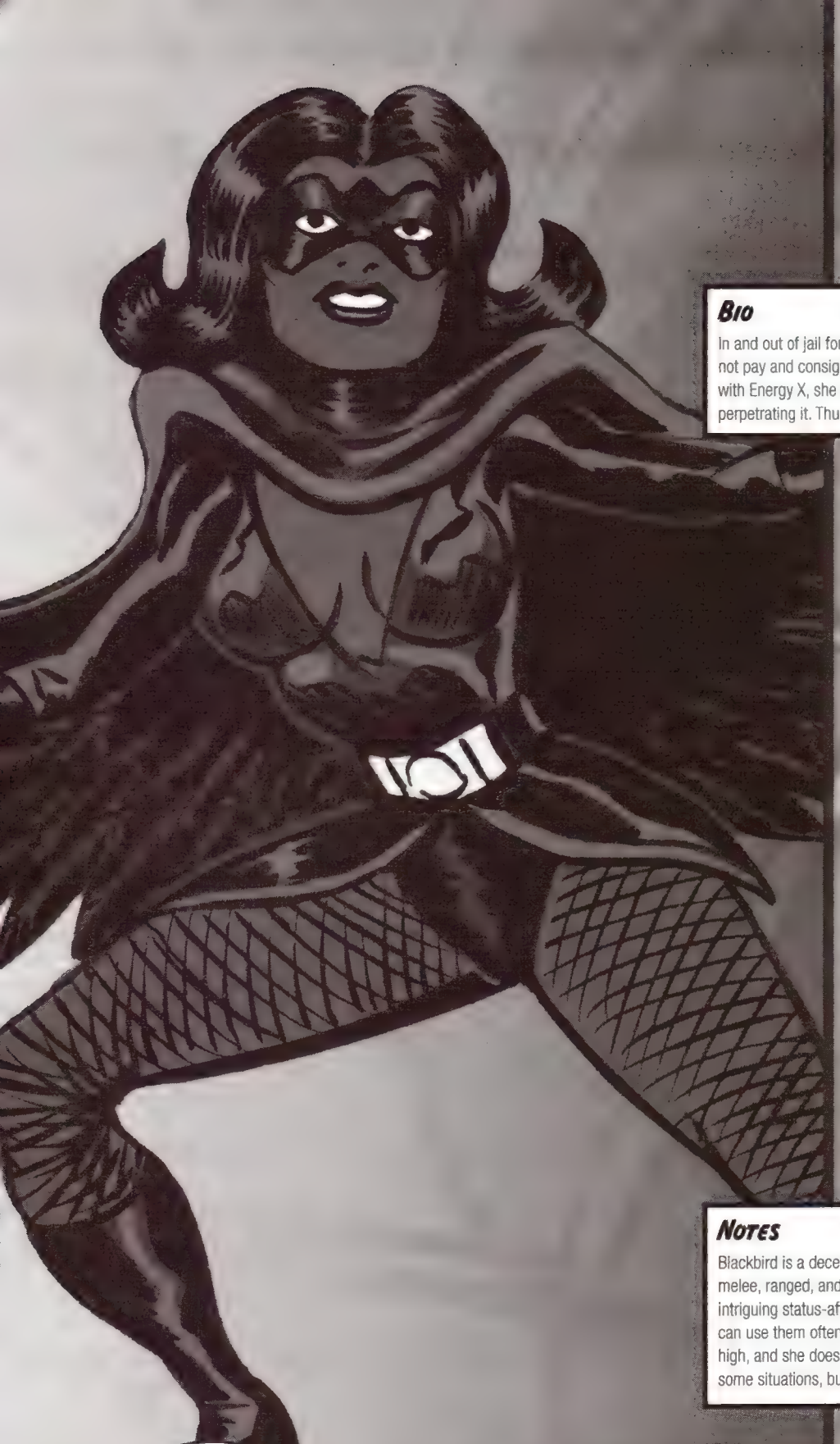
Automatically redirects electrical attacks onto the nearest enemy.

Power	Type
Bubble Gum	Mystical effect (stasis), homing (100 EP)

Requirements	Cost to Buy	Cost to Raise	Max Level
Current Bounce level 3	550	110	5

Description

A homing bubble that traps the target, immobilizing them.



BLACKBIRD

Background Information

Real Name: Cassandra Calloway

Age: 29

Height: 5'9"

Weight: 140 lbs.

Material Type: Flesh

Bio

In and out of jail for burglary, Cassandra Calloway realized that crime truly did not pay and consigned herself to a life of misery. But when she was bombarded with Energy X, she decided to turn her life toward preventing crime rather than perpetrating it. Thus, Blackbird was born.

Stats

STR: 3 (Normal)

SPD: 4 (Fast)

AGL: 5 (Very Nimble)

END: 4 (Hardy)

ENG: 7 (Extraordinarily Powerful)

Attributes

Rapid Metabolism (Automatic)

Flier (Automatic)

Level Headed (Automatic)

Beautiful (Automatic)

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Vulnerable
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Vulnerable
Mental: Resistant	Mystical: Resistant

Notes

Blackbird is a decently balanced character with the power of flight, along with melee, ranged, and area attacks of differing elements. She even has some intriguing status-affecting attacks, and a high enough Energy regeneration that she can use them often. Unfortunately, her strength and most other stats aren't all that high, and she doesn't have much in the way of special defenses. She's useful in some situations, but isn't as dependable as some others.

Powers

Talons of Fury

Power	Type
Piercing Peck	Piercing damage, chance to cause stun
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 3	— / 161 / 5
Description	
A fast piercing attack, with high chance of stun.	

Power	Type
Fluttering Feathers	Defends against melee and ranged crushing and piercing damage
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 1	— / 91 / 5
Description	
Passive defense that confounds the enemy, making you harder to hit.	

Power	Type
Blinding Scratch	Mystical attack, chance to cause stun, chance to cause blindness (33 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Fluttering Feathers level 3	517 / 103 / 5
Description	
Melee attack that causes blindness.	

Sonic Vibe

Power	Type
Seeking Beam	Cold damage
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 3	— / 254 / 5
Description	
Ranged beam attack that ignores obstacles, doing cold damage.	

Power	Type
Sonic Wing	Area mental attack, chance to cause blank, knockback (66 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 3	— / 126 / 5
Description	
Explosive projectile that causes knockback and disorientation.	

Power	Type
Call of Confusion	Mental effect (hypnosis, 100 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Starts at level 1	— / 69 / 5
Description	
Everyone who hears this cry switches sides, whether friend or foe.	

Power	Type
Icy Shriek	Cold damage (100 EP)
Requirements	**Cost to Buy** / **Cost to Raise** / **Max Level**
Call of Confusion level 3	750 / 150 / 5
Description	
A chilling burst of projected sound.	

MAN-BOT

Background Information

Real Name: Ted Taylor

Age: 23

Height: 6'1" (6'4" in armor)

Weight: 660 lbs.

Material Type: Metal

Bio

After receiving a massive dose of Energy X, the strange energy literally flows through Man-Bot's veins, always building in intensity and eventually causing an explosive energy release. Man-Bot wears a suit of armor that siphons off and expels his excess energy, but he still hopes to find a cure for his condition.

Stats

STR: 6 (Extremely Strong)

SPD: 3 (Normal)

AGL: 1 (Klutz!)

END: 6 (Extremely Hardy)

ENG: 7 (Extraordinarily Powerful)

Attributes

Ponderous (Automatic)

Unstable Energy (Automatic)

Flier (Automatic)

Grim Resolve (200 CP)

Weaknesses and Resistances

Piercing: Resistant	Electrical: Defenseless
Crushing: Resistant	Radiation: Resistant
Heat: Resistant	Energy: Vulnerable
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Resistan

Notes

Man-Bot appears late in the game, but luckily he's already well-strengthened when he arrives. He's extremely useful against many of the enemies in the endgame. He has some very strong energy attacks, the power of flight, and good defenses. He has useful abilities like Transfer, which enables him to send his own Energy to a character who can make better use of it. He also has very nice strength, hardiness, and Energy regen. Unfortunately, he's also very slow, especially on the ground. But this is a small fault that doesn't outweigh his advantages.

Powers

Power Suit

Power	Type		
Contain Energy	Absorb all types of energy damage		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	115	5
Description			
Converts damage from energy attacks into extra energy points.			

Power	Type		
Wallop	Crushing damage, chance to cause stun		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	104	5
Description			
A standard punching attack.			

Power	Type		
Double Uppercut	Crushing damage, knockback (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	215	5
Description			
Two blows that pummel and propel the foe upward.			

Power	Type		
Energize Other	Special effect (Energy regen, 33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	50	5
Description			
Increases the target's Energy regen, but causes unstable energy.			

Energy Projection

Power	Type		
Focus	Energy damage		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	82	5
Description			
An energy beam with long range but poor accuracy.			

Power	Type		
Transfer	Special effect		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	47	5
Description			
Transfers the user's energy points to the target.			

Power	Type		
Disruption	Energy effect (66 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	38	5
Description			
An inanimate object that's hit by this beam will explode.			

Power	Type		
Energy Leech	Energy effect (33 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 3	—	48	5
Description			
Draws energy points out of everyone within reach.			

Power	Type		
Release	Energy damage, knockback (100 EP)		
Requirements	**Cost to Buy**	**Cost to Raise**	**Max Level**
Starts at level 1	—	61	5
Description			
An energy-based area attack that damages everything in a wide radius.			

THE BAD GUYS

There are two main types of enemies in the game. The main villains are the baddies that you have to fight multiple times, each of whom is stronger and more powerful than any of your heroes. They're the masterminds plotting to take over the world.

Then there are the minions. These weaker foes are the foot soldiers and cannon fodder for the villains. They can endanger Patriot City's citizens, and a few of them may be almost as powerful as your heroes, but they control nothing. They simply do the bidding of the villains and are replaceable.

VILLAINS

BLITZKRIEG

BACKGROUND INFORMATION

Weight: 140 lbs.

Material Type: Flesh

BIO

A master of the mental arts, Blitzkrieg has used his hypnotic skills to bring the power of Energy X to the 3rd Reich!

STATS

STR: 3 (Normal)

SPD: 5 (Very Fast)

AGL: 2 (Clumsy)

END: 8 (Incredibly Hardy)

ENG: 8 (Incredibly Powerful)

ATTRIBUTES

Cybernetic Brain

WEAKNESSES AND RESISTANCES

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Powers

Mental Assault

Power	Type
Brain Bullet	Piercing damage, chance to cause stun, knockback
Description	
A piercing projectile attack.	

Power	Type
Brain Clamp	Mental effect (blank)
Description	
A short-range mental attack that causes confusion.	

Power	Type
Hypno-Glare	Mental effect (hypnosis, 100 EP)
Description	
Short-range beam of hypnosis	

Power	Type
Lebensraum	Crushing damage, knockback (100 EP)
Description	
Extreme knockback clears the area of friends and enemies.	

Power	Type
Reckless Rage	Mental effect (berserk)
Description	
A mental beam of pure Nazi rage.	

Closed Mind

Power	Type
Mind Over Matter	Defends against all types of acid, radiation, crushing, piercing, energy, electrical, cold, and fire damage; always active
Description	
Passive defense that blocks all physical attacks.	

Power	Type
Cerebral Citadel	Defends against all types of mental damage
Description	
Active defense that maintains mental moderation.	

ENTROPY

Background Information

Weight: N/A

Material Type: Energy

Bio

An embodiment of the primordial chaos itself, Entropy's very existence threatens the structure of reality.

Stats

STR: 5 (Very Strong)

SPD: 6 (Extremely Fast)

ANG: 7 (Extraordinarily Nimble)

END: 10 (Unstoppable!)

ENG: 8 (Incredibly Powerful)

Attributes

Shake It Off

Fast Healing

Flier

Adaptive

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Powers

Destruction

Power	Type
Entropic Cage	Mystical effect (stasis)
Description	
Short-range direct attack that places the hero in stasis.	

Power	Type
Null Shadows (Energy)	Energy damage, chance to cause stun, homing
Description	
Homing energy projectile.	

Power	Type
Potential Transfer	Energy effect (100 EP)
Description	
Drains the target's energy	

Chaos

Power	Type
Entropic Shield	Absorbs all types of mental, mystical, and energy attacks
Description	
Active defense that absorbs mental, mystical, and energy attacks.	

Power	Type
Null Shadows (Crushing)	Crushing damage, chance to cause stun, homing
Description	
Homing crushing projectile	

Power	Type
Null Shadows (Radiation)	Radiation damage, chance to cause stun, homing
Description	
Homing radiation projectile.	

Power	Type
Null Shadows (Cold)	Cold damage, chance to cause stun, homing
Description	
Homing cold projectile.	

FORTISSIMO

Background Information

Weight: 140 lbs.

Material Type: Flesh

Bio

An overbearing opera star, transformed by Energy X into the fatuous Fortissimo, master of sound.

Stats

STR: 6 (Extremely Strong)

SPD: 3 (Normal)

AGL: 3 (Normal)

END: 7 (Extraordinarily Hardy)

ENG: 5 (Very Powerful)

Attributes

Flier

Density Control

Ponderous

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Powers

Orchestra

Power	Type
Deadly Chorus	Energy damage, chance to cause stun, knockback (100 EP)

Description

A projected cacophony causing stun and knockback in G minor.

Power	Type
Song of Pain	Energy damage, chance to cause stun, knockback

Description

Long-range energy beam attack laced with awkward accidentals

Power	Type
Baritone Blow	Crushing damage, knockback

Description

An arrogant backhand slap.

Power	Type
Sound Shell	Absorbs melee, ranged, and area attacks, including acid, radiation, energy, electrical, cold, and heat

Description

A wall of sound that absorbs elemental attacks.

GLACIAL GIANT

Background Information

Weight: 16,530 lbs.

Material Type: Frozen

Bio

When Nuclear Winter receives an overdose of Energy X, he mutates still further into a Glacial Giant!

Stats

STR: 8 (Incredibly Strong)

SPD: 5 (Very Fast)

AGL: 3 (Normal)

END: 9 (Fantastically Hardy)

ENG: 10 (Energized!)

Attributes

Armored

Density Control

Radioactive

Disciplined

Unbeliever

Weaknesses and Resistances

Piercing: Highly Resistant	Electrical: Normal
Crushing: Normal	Radiation: Highly Resistant
Heat: Defenseless	Energy: Resistant
Cold: Highly Resistant	Acid: Normal
Mental: Resistant	Mystical: Resistant

Powers

Tier A

Power	Type
Permafrost Punt	Crushing damage, chance to cause stun, knockback
Description	
A solid drop kick that stuns the victim.	

Power	Type
Nuclear Burst	Radiation damage (100 EP)
Description	
Does radiation damage over a large area.	

Power	Type
Nuclear Saturation	Radiation effect (irradiate)
Description	
Vicious short-range irradiating beam.	

Power	Type
Blizzard Shield	Deflects ranged acid, crushing, piercing, energy, electrical, cold, and heat damage
Description	
Active defense that deflects most ranged attacks.	

Power	Type
Chill Cyclone	Cold damage, chance to cause stun
Description	
Directed burst of freezing winter wind.	

Tier B

Power	Type
Frozen Footfall	Crushing damage, knockback (100 EP)
Description	
Crushing footsteps with plenty of kick.	

Power	Type
Frigid Fugue	Defends against all types of mental and mystical damage; always active
Description	
Passive defense against mental and mystical attacks.	

NUCLEAR WINTER

Background Information

Weight: 490 lbs.

Material Type: Frozen

Bio

Caught in a blast of liquid nitrogen, the Russian agent Sukhov expected a swift death. Instead, his Energy X-irradiated body took on the properties of the freezing spray. Sukhov became Nuclear Winter and proceeded with his plans to sow havoc on American soil.

Stats

STR: 5 (Very Strong)

SPD: 3 (Normal)

AGL: 2 (Clumsy)

END: 6 (Extremely Hardy)

END: 5 (Very Powerful)

Attributes

Invertebrate

Jumper

Weaknesses and Resistances

Piercing: Resistant	Electrical: Normal
Crushing: Normal	Radiation: Resistant
Heat: Defenseless	Energy: Resistant
Cold: Highly Resistant	Acid: Normal
Mental: Normal	Mystical: Normal

Powers

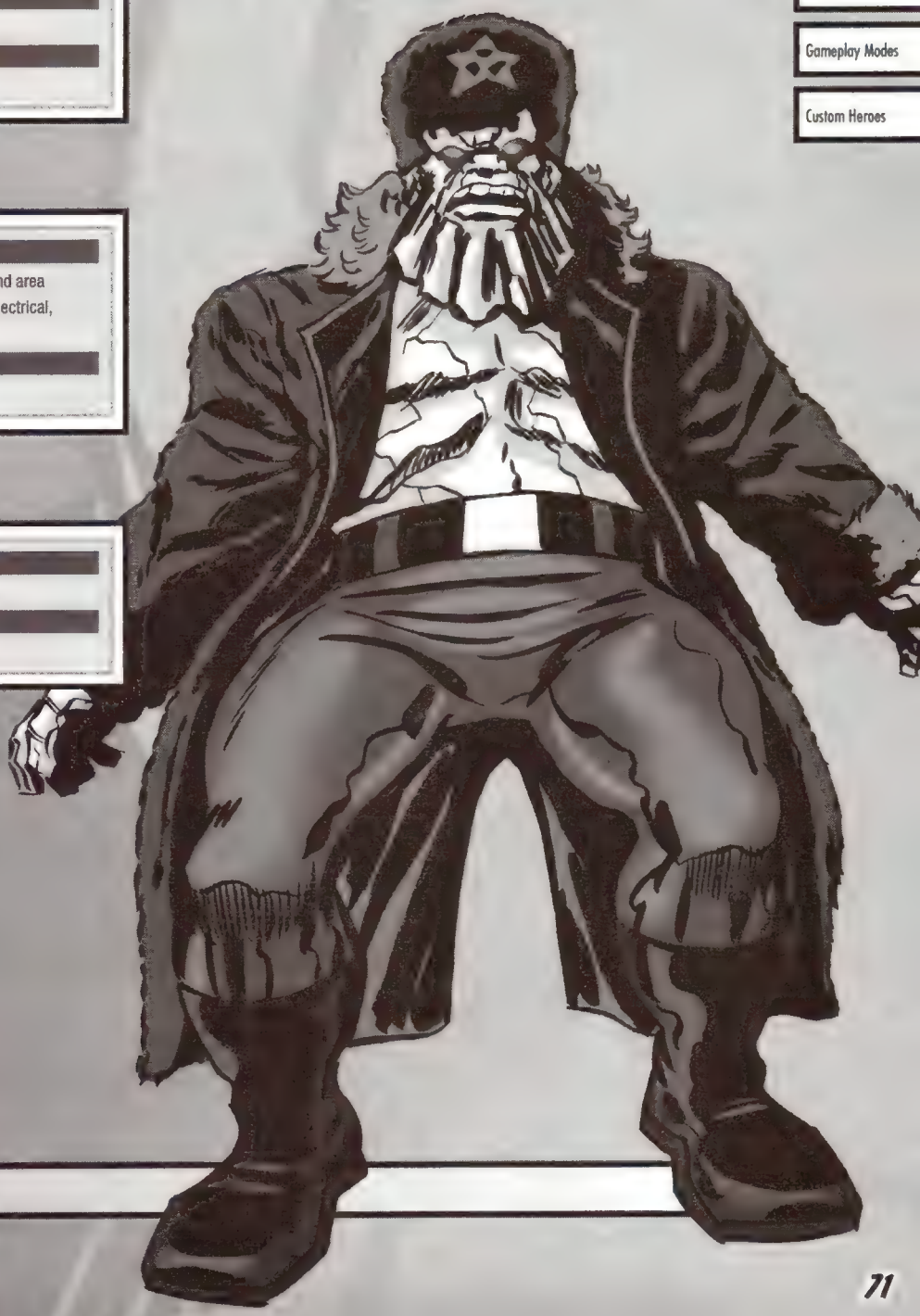
Fiery Ice

Power	Type
Frost Punch	Radiation damage, chance to cause stun, chance to irradiate, knockback
Description	
An irradiating melee attack.	

Power	Type
Snow Storm	Mental effect (blank, 100 EP)
Description	
Confuses everyone in a wide area.	

Power	Type
Ice Shell	Defends against melee, ranged, and area attacks, including radiation, energy, electrical, and heat (33 EP)
Description	
A sturdy defense against all attacks.	

Power	Type
Icicle Blast	Cold effect (freeze)
Description	
Freezes opponents solid.	



RED OKTOBER

Background Information

Weight: 140 lbs.

Material Type: Flesh

Bio

Using the power of Energy X to bring monsters from Russian folklore to life, Red Oktober is a new ally of Nuclear Winter.

Stats

STR: 4 (Strong)

SPD: 4 (Fast)

AG:: 7 (Extraordinarily Nimble)

END: 5 (Very Hardy)

ENG: 9 (Fantastically Powerful)

Attributes

Bedeviled

Disciplined

Shake It Off

Flier

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Resistant	Mystical: Vulnerable

Powers

Tier A

Power	Type
Accursed Bolt	Mystical effect (33 EP)
Description	
A highly accurate beam that inflicts a random curse on its target.	

Power	Type
Witch's Kiss	Mystical effect (66 EP)
Description	
Beam of magical energy that turns targets into toads.	

Power	Type
Blinding Insight	Mystical effect (33 EP)
Description	
A direct attack that inflicts blindness.	

Power	Type
Acid Brew	Acid damage, enemies only, chains from one target to next
Description	
A deadly accurate shot of acid.	

Power	Type
Reanimation	Special effect (100 EP)
Description	
Temporarily revives the nearby fallen to fight again.	

RED SUN

Background Information

Weight: 140 lbs.

Material Type: Flesh

Bio

When Blitzkrieg imbued a great Japanese general with Energy X, he created the swift and deadly collective being known as the Red Sun. He exists in many identical bodies at once. Each time one is slain, the rest reabsorb its life energy, healing themselves and often growing stronger!

Stats

STR: 3 (Normal)

SPD: 7 (Extraordinarily Fast)

AGL: 5 (Very Nimble)

END: 4 (Hardy)

ENG: 3 (Minor Energy)

Attributes

Disciplined

Nimble

Jumper

Rapid Metabolism

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Vulnerable
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Vulnerable
Mental: Resistant	Mystical: Normal

Powers

Tier A

Power	Type
Katana of Fury	Arc piercing damage
Description	
Swift succession of stinging slashes.	

Power	Type
Burning Shuriken	Piercing damage
Description	
Two piercing bladed projectiles.	

Power	Type
Living Fires	(100 EP)
Description	
Calls forth fire itself to fight.	

Power	Type
Heat Sink	Absorbs melee, ranged, and area heat effects; always active
Description	
A passive defense that absorbs most fire damage.	

TIMEMASTER

Background Information

Weight: 11,020 lbs.

Material Type: Energy

Bio

A powerful scientist from the future, Timemaster once lived in fear of his own mortality. But after discovering the key to eternal life, he has embarked upon a quest to find a power source mighty enough to enact his plans. To that end, he has observed the movements of Earth's superpowered beings with great interest.

Stats

STR: 8 (Incredibly Strong)

SPD: 5 (Very Fast)

AGL: 3 (Normal)

END: 9 (Fantastically Hardy)

Attributes

Ponderous

Grim Resolve

Density Control

Fast Healing

Shake It Off

Weaknesses and Resistances

Piercing: Resistant	Electrical: Vulnerable
Crushing: Resistant	Radiation: Vulnerable
Heat: Normal	Energy: Vulnerable
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Resistant

Powers

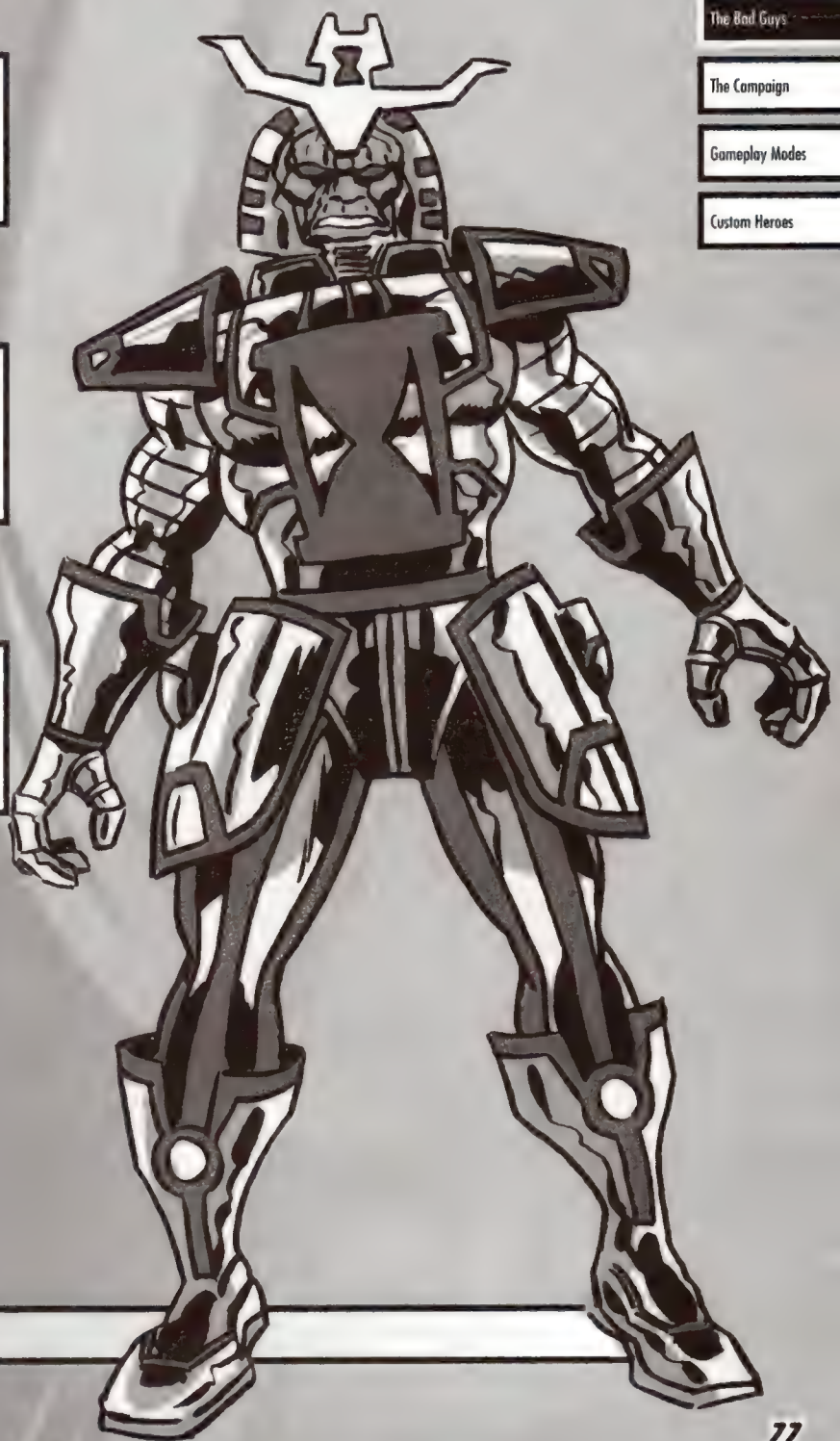
Tier A

Power	Type
Space-Time Rift	Energy damage, knockback (100 EP)
Description	
A very powerful area attack, but one with a long buildup.	

Power	Type
Chrono Crush	Mystical effect (stasis, 100 EP)
Description	
A ranged attack that causes its target to become stuck in time.	

Power	Type
Energy X Ray	Energy damage, knockback
Description	
A powerful, medium-range energy beam.	

Power	Type
Timemaster Stomp	Crushing damage, knockback
Description	
Causes area damage just by walking.	



Alien Warrior

Background Information

Weight: 110 lbs.

Material Type: Energy

Bio

Loyal subjects of the Dominion, these warriors are equipped with an energy shield that protects them from most attacks. They prefer to use ranged weapons, and will often attack from the air if they feel their superiority is threatened.

Stats

STR: 4 (Strong)

SPD: 4 (Fast)

AGL: 4 (Nimble)

END: 3 (Normal)

ENG: 5 (Very Powerful)

Attributes

Thin Skinned

Invertebrate

Strange Visitor

Weaknesses and Resistances

Piercing: Normal	Electrical: Vulnerable
Crushing: Resistant	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Resistant

Powers

Tier A

Power	Type
Rad Pistol	Radiation damage
Description	
A powerful ranged radiation attack.	

Power	Type
Energy Shield	Defends against ranged and area attacks, including radiation, crushing, piercing, energy, electrical, and heat (100 EP)
Description	
Provides protection from almost all attack types.	

Power	Type
Punch	Crushing damage (chance to cause stun)
Description	
A standard melee attack.	

CENTURION

Background Information

Weight: 190 lbs.

Material Type: Flesh

Bio

A minion of Fortissimo, the Centurion flings a deadly spear

Stats

STR: 5 (Very Strong)

SPD: 4 (Fast)

AGL: 6 (Extremely Nimble)

END: 5 (Very Hardy)

ENG: 5 (Very Powerful)

Attributes

Armored

Crack Shot

Weaknesses and Resistances

Piercing: Resistant	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Powers

Tier A

Power	Type
Flaming Spear	Area heat damage, knockback (100 EP)
Description	
Burning ballista with incandescent impact.	

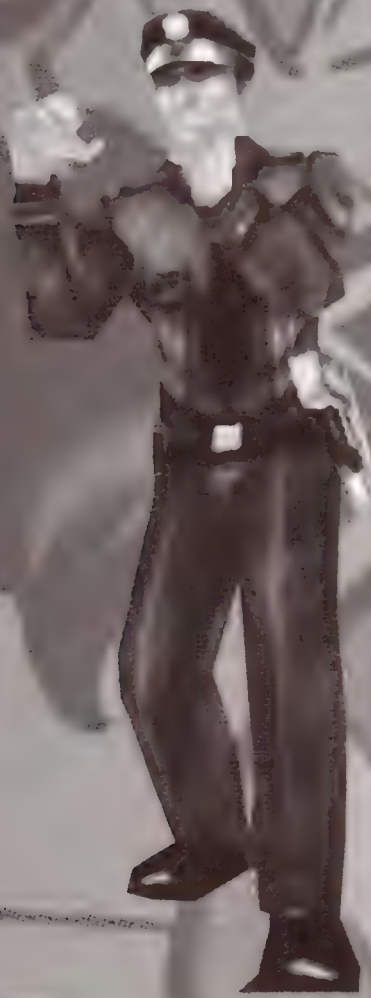
Power	Type
Horn of Apollo	Special effect
Description	
A divine song that heals the minds of all within earshot.	

Power	Type
Spear Toss	Piercing damage
Description	
Highly accurate piercing javelin.	

Tier B

Power	Type
Roman Fortitude	Defends against area heat damage; always active
Description	
A passive defense, almost impervious to fire damage.	

Crooked Cop



Background Information

Weight: 190 lbs.

Material Type: Flesh

Bio

A defender of the law gone bad, this corrupt cop is working for the bad guys.

Stats

STR: 3 (Normal)

SPD: 3 (Normal)

AGL: 4 (Nimble)

END: 3 (Normal)

ENG: 1 (No Energy)

Attributes

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Powers

Tier A

Power	Type
Pistol Shot	Piercing damage, knockback
Description	
An inaccurate ranged attack.	

Power	Type
Punch	[Melee] Crushing damage, chance to cause stun
Description	
A standard melee attack.	

Dark Shaman

Background Information

Weight: 190 lbs.

Material Type: Flesh

Bio

A minion of Red Oktober, the Dark Shaman throws his curses from a safe distance.

Stats

STR: 3 (Normal)

SPD: 5 (Very Fast)

AGL: 3 (Normal)

END: 4 (Hardy)

ENG: 7 (Extraordinarily Powerful)

Attributes

Danger Sense

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Powers

Tier A

Power	Type
Cloud of Pain	Area energy damage, enemies only
Description	
Explosive projectiles dealing energy damage.	

Power	Type
Aura Blast	Special effect, chance to cause stun
Description	
Stun beam that strips away defenses.	

Power	Type
Staff Strike	Crushing damage, knockback
Description	
A simple swing with a stout staff.	

Tier B

Power	Type
Reflecting Nimbus	Reflects ranged crushing, piercing, cold, and heat attacks; always active
Description	
Passively reflects cold, fire, crushing, and piercing attacks.	

Devastation Wraith

Background Information

Weight: 330 lbs.

Material Type: Energy

Bio

The Devastation Wraith appears only when a Wraith of Chaos sucks the life force from a Subterrestrial. This radioactive abomination can teleport around the battlefield, laying waste with deadly energy beams. Better that these creatures are never born!

Stats

STR: 5 (Very Strong)

SPD: 5 (Very Fast)

AGL: 7 (Extraordinarily Nimble)

END: 7 (Extraordinarily Hardy)

ENG: 8 (Incredibly Powerful)

Attributes

Flier

Cybernetic Brain

Density Control

Unstable Energy

Radioactive

Weaknesses and Resistances

Piercing: Resistant	Electrical: Vulnerable
Crushing: Resistant	Radiation: Resistant
Heat: Normal	Energy: Vulnerable
Cold: Normal	Acid: Normal
Mental: Resistant	Mystical: Resistant

Powers

Tier A

Power	Type
Neon Bolt	Energy damage, chance to cause stun, knockback
Description	
Glowing energy beam called forth from chaos.	

Power	Type
Ethereal Transport	★ (33 EP)
Description	
Teleports the user to a nearby location.	

Power	Type
Igniting Bolt	Heat damage, chance to cause stun, knockback (100 EP)
Description	
Medium-range beam causes the target to combust.	

Power	Type
Radioactive Aura	Radiation damage
Description	
An intense field of deadly gamma rays.	

Fire Elemental

Background Information

Weight: 80 lbs.

Material Type: Fire

Bio

A being of pure fire, created by Red Sun.

Stats

STR: 4 (Strong)
SPD: 3 (Normal)
AGL: 5 (Very Nimble)
END: 3 (Normal)
ENG: 7 (Extraordinarily Powerful)

Attributes

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Resistant
Heat: Highly Resistant	Energy: Normal
Cold: Defenseless	Acid: Resistant
Mental: Normal	Mystical: Normal

Powers

Tier A

Power	Type
Immolation	Heat damage, knockback, sacrifice self
Description	
Self-sacrificing explosion.	

Power	Type
Flickering Flame	Ranged piercing damage passes through; always active
Description	
Passive defense that is almost impervious to piercing attacks.	

Frost Warrior

Background Information

Weight: 170 lbs.

Material Type: Flesh

Bio

The Frost Warrior uses a combination of stolen high-tech weaponry and plain old rifle-butt attacks to pound his enemy into submission, all the while spouting rhetoric about the glory of Nuclear Winter.

Stats

STR: 3 (Normal)

SPD: 3 (Normal)

AGL: 2 (Clumsy)

END: 2 (Hardy)

ENG: 5 (Very Powerful)

Attributes

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Powers

Tier A

Power	Type
Cold Fusion Ray	Energy damage, knockback
Description	
A focused beam of oscillating energy.	

Power	Type
Punch	Crushing damage, chance to cause stun
Description	
A standard melee attack.	

Gangster

Background Information

Weight: 280 lbs.

Material Type: Flesh

Bio

As Pinstripe climbed the ranks of his criminal organization, he gathered a collection of loyal Gangsters to serve as his henchmen. With the same sense of style as their boss, each Gangster totes a Tommygun and a bad attitude.

Stats

STR: 4 (Strong)

SPD: 3 (Normal)

AGL: 1 (Klutz!)

END: 5 (Very Hardy)

ENG: 4 (Powerful)

Attributes

Disciplined

Unbeliever

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Resistant	Mystical: Resistant

Powers

Tier A

Power	Type
Gangster Tommy Gun	Piercing damage, knockback
Description	
A burst of bullets from the Tommygun.	

Power	Type
Punch	Crushing damage, chance to cause stun
Description	
A standard melee attack.	

Green Sylph

Background Information

Weight: 230 lbs.

Material Type: Wood

Bio

As a minion of Pan, each sylph is imbued with an element of nature. The Green Sylph is linked to plant life. It can control nearby plants, entangling foes before attacking them with poisonous spears.

Stats

STR: 4 (Strong)
SPD: 4 (Fast)
AGL: 6 (Extremely Nimble)
END: 4 (Hardy)
ENG: 4 (Powerful)

Attributes

Neutralize

Weaknesses and Resistances

Piercing: Resistant	Electrical: Resistant
Crushing: Normal	Radiation: Vulnerable
Heat: Vulnerable	Energy: Resistant
Cold: Resistant	Acid: Normal
Mental: Normal	Mystical: Vulnerable

Powers

Tier A

Power	Type
Poison Spear	Acid damage, chance to cause acid burn
Description	
A very potent melee attack that causes acid burn.	

Power	Type
Entangling Vines	Mystical effect (stasis, 100 EP)
Description	
Entangle foes with vines.	

Ice Queen

Background Information

Weight: 130 lbs.

Material Type: Flesh

Bio

As a lackey of Nuclear Winter, the Ice Queen is made from tough stock, preferring to fight hand-to-hand. She almost always closes in on her enemies quickly, or finds a suitable place from which to hurl objects at them.

Stats

STR: 4 (Strong)
SPD: 4 (Fast)
AGL: 5 (Very Nimble)
END: 5 (Very Hardy)
ENG: 1 (No Energy)

Attributes

Jumper
Heavy Lifter
Bedeviled

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Vulnerable

Powers

Tier A

Power	Type
Icicle Slash	Piercing damage
Description	
A melee attack using razor-sharp icicles.	

Ice Trooper

Background Information

Weight: 170 lbs.

Material Type: Flesh

Bio

Another lackey of Nuclear Winter, the Ice Warrior prefers to pick off his targets from a distance. He uses two weapons: a powerful freeze ray to immobilize enemies, and ice bullets to inflict more direct damage.

Stats

STR: 3 (Normal)
SPD: 3 (Normal)
AGL: 2 (Clumsy)
END: 3 (Normal)
ENG: 4 (Powerful)

Attributes

Weak Minded
Bedeviled

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Vulnerable	Mystical: Vulnerable

Powers

Tier A

Power	Type
Freeze Ray	Cold effect (Freeze)
Description	
A ranged attack that freezes targets solid.	

Power	Type
Punch	Crushing damage, chance to cause stun
Description	
A standard melee attack.	

Power	Type
Ice Bullet	Cold damage
Description	
A sliver of ice flung at high velocity.	

Kill-A-Rilla Gun

Background Information

Weight: 140 lbs.

Material Type: Flesh

Bio

The Kill-A-Rilla is the hideous result of Nazi experiments fusing man and gorilla. One group has been trained to use chain guns, but with their hulking strength and low intellect, they're more dangerous when swinging their weapons as clubs.

Stats

STR: 8 (Incredibly Strong)

SPD: 4 (Fast)

AGL: 6 (Extremely Nimble)

END: 4 (Hardy)

ENG: 4 (Powerful)

Attributes

Heavy Hitter

Solid Skeleton

Weak Minded

Jumper

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Resistant	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Vulnerable	Mystical: Normal

Powers

Tier A

Power	Type
Chain Gun	Piercing damage, chance to cause stun, knockback
Description	
A low accuracy machine gun attack that shoots 3 bullets at a time.	

Power	Type
Gun Smash	Crushing damage, chance to cause stun, knockback
Description	
A damaging melee attack.	

Kill-A-Rilla Whip

Background Information

Weight: 140 lbs.

Material Type: Flesh

Bio

This Kill-A-Rilla has been trained in the use of a whip, delivering stinging blows. Don't get too close, because they can dish out the damage with their powerful fists.

Stats

STR: 8 (Incredibly Strong)

SPD: 4 (Fast)

AGL: 6 (Extremely Nimble)

END: 4 (Hardy)

ENG: 4 (Powerful)

Attributes

Heavy Hitter

Solid Skeleton

Weak Minded

Jumper

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Resistant	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Vulnerable	Mystical: Normal

Powers

Tier A

Power	Type
Whip Snap	Piercing damage, chance to cause stun
Description	
A melee attack with impressive range.	

Power	Type
Monkey Punch	Crushing damage, chance to cause stun, knockback
Description	
A mighty blow from a simian fist.	

Legionnaire

Background Information

Weight: 190 lbs.

Material Type: Flesh

Bio

As a minion of Fortissimo, the Legionnaire is a deadly swordsman. Preferring melee combat, the Legionnaire will bring flying opponents down to earth with his powerful war cry before closing in for the kill.

Stats

STR: 4 (Strong)

SPD: 5 (Very Fast)

AGL: 4 (Nimble)

END: 4 (Hardy)

ENG: 3 (Minor Energy)

Attributes

Berserker

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Powers

Tier A

Power	Type
Glowing Gladius	Piercing damage, chance to cause stun
Description	
Three sword strikes in quick succession.	

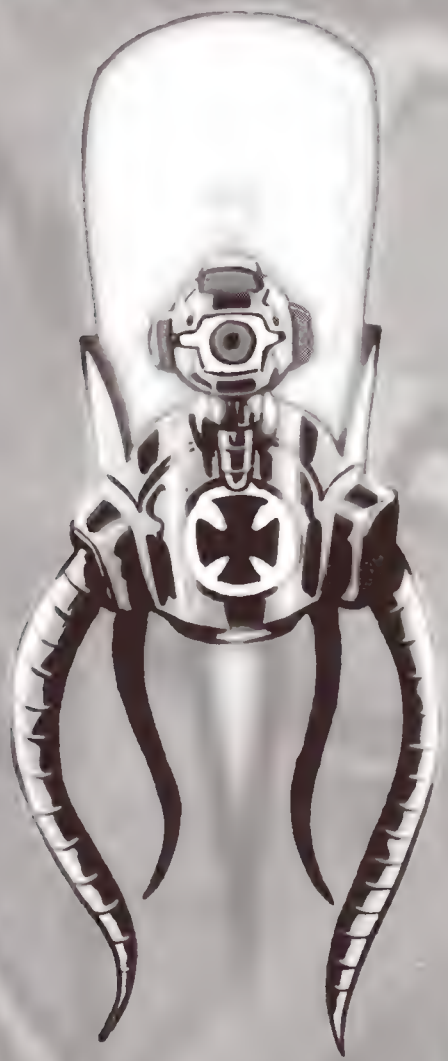
Power	Type
Sweeping Blade	Arc piercing damage, knockback
Description	
A sweeping roundhouse slash.	

Power	Type
War Cry	Crushing damage, chance to cause stun (100 EP)
Description	
Long-range beam attack of brash bravado that causes stun.	

Tier B

Power	Type
Roman Fortitude	Defends against area fire damage; always active
Description	
A passive defense that's almost impervious to fire damage.	

Major Eye of the Reich



Background Information

Weight: 330 lbs.

Material Type: Metal

Bio

The Eyes of the Reich are Blitzkrieg's most horrific misuse of Energy X. He has taken the living brains of tormented psychics, installed them into levitating metal and glass casings, and wired them to deliver a variety of beam attacks. The Major Eyes can sweep a victim with a sensor beam to learn its vulnerabilities.

Stats

STR: 1 (Feeble!)

SPD: 3 (Normal)

AGL: 9 (Fantastically Nimble)

END: 5 (Very Hardy)

ENG: 10 (Energized!)

Attributes

Flier

Strange Visitor

Charged

Weaknesses and Resistances

Piercing: Resistant	Electrical: Vulnerable
Crushing: Resistant	Radiation: Resistant
Heat: Resistant	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Resistant

Powers

Tier A

Power	Type
Energy Beam	Energy damage, knockback

Description

A powerful stream of painful energy.

Power	Type
Cold Beam	Cold damage, chance to cause stun, knockback

Description

A powerful stream of frozen particles.

Power	Type
Panic Beam	Mental effect (panic), knockback, 33 EP

Description

A mind-altering beam that instills panic.

Tier B

Power	Type
Radiation Beam	Radiation damage, chance to cause stun, knockback

Description

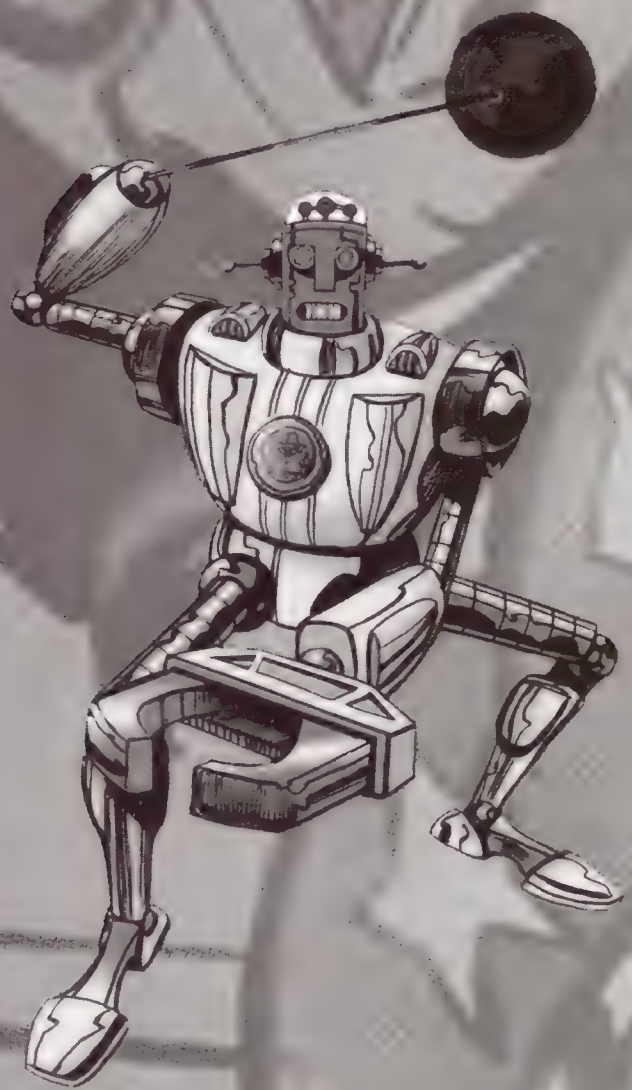
A searing beam of radioactive energy.

Power	Type
Deep Sensor	Special effect, chance to cause stun, knockback (33 EP)

Description

Discovers the target's vulnerabilities at the cellular level.

Mech Man



Background Information

Weight: 6,610 lbs.

Material Type: Metal

Bio

Mr. Mechanical constructed the Mech Man with the same finesse he applied to his architectural endeavors… meaning that it's graceless and uninspired. What it lacks in style, though, it makes up for with its massive wrecking ball. The Mech Man has an appetite for destruction and could use a little patience.

Stats

STR: 7 (Extraordinarily Strong)

SPD: 3 (Normal)

AGL: 1 (Klutz!)

END: 5 (Very Hardy)

ENG: 1 (No Energy)

Attributes

Cybernetic Brain

Weaknesses and Resistances

Piercing: Resistant	Electrical: Defenseless
Crushing: Resistant	Radiation: Resistant
Heat: Resistant	Energy: Vulnerable
Cold: Normal	Acid: Normal
Mental: Resistant	Mystical: Resistant

Powers

Tier A

Power	Type
Wrecking Ball	Crushing damage, chance to cause stun, knockback
Description	
A powerful melee attack, good for smashing objects and people.	

Minor Eye of the Reich

Background Information

Weight: 330 lbs.

Material Type: Metal

Bio

The Minor Eyes lack the sensors of their larger siblings, but are swifter and more agile.

Stats

STR: 1 (Feeble!)

SPD: 5 (Very Fast)

AGL: 8 (Incredibly Nimble)

END: 4 (Hardy)

ENG: 7 (Extraordinarily Powerful)

Attributes

Flier

Charged

Strange Visitor

Weaknesses and Resistances

Piercing: Resistant	Electrical: Vulnerable
Crushing: Resistant	Radiation: Resistant
Heat: Resistant	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Resistant

Powers

Tier A

Power	Type
Energy Beam	Energy damage, knockback
Description	
A powerful stream of painful energy.	

Power	Type
Radiation Beam	Radiation damage, chance to cause stun, knockback
Description	
A searing beam of radioactive energy.	

Power	Type
Panic Beam	Mental effect (panic), knockback, 33 EP
Description	
A mind-altering beam that instills panic.	

Power	Type
Cold Beam	Cold damage, chance to cause stun, knockback
Description	
A powerful stream of frozen particles.	

Nazi General

Background Information

Weight: 140 lbs.

Material Type: Flesh

Bio

Having only enough Energy X for a few supervillains, Blitzkrieg relies on mundane German foot soldiers for his day-to-day operations. The Nazi Generals have been selected from the best and brightest of these. They're deadly accurate shots with their pistols, and they can rally their underlings when morale gets low

Stats

STR: 4 (Strong)

SPD: 4 (Fast)

AGL: 6 (Extremely Nimble)

END: 5 (Very Hardy)

ENG: 6 (Extremely Powerful)

Attributes

Disciplined

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Powers

Tier A

Power	Type
Sauer 38H	Piercing damage, chance to cause stun, knockback
Description	
A sure shot from a special sidearm.	

Power	Type
Kraut Clout	Crushing damage
Description	
A basic melee attack.	

Power	Type
Call to Arms	Special effect (33 EP)
Description	
Gives nearby allies a combat bonus and increased mental resistance, and cures panic.	

Nazi Grenadier

Background Information

Weight: 140 lbs.

Material Type: Flesh

Bio

A typical Nazi flunky in most regards, the Nazi Grenadier is more dangerous than most due to his accuracy when flinging his potato masher at enemies. Scatter your team when these German soldiers are hurling grenades their way!

Stats

STR: 3 (Normal)
SPD: 3 (Normal)
AGL: 3 (Normal)
END: 3 (Normal)
ENG: 3 (Minor Energy)

Attributes

Grim Resolve

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Powers

Tier A

Power	Type
Kraut Clout	Crushing damage
Description	
A basic melee attack.	

Power	Type
Potato Masher	Area piercing damage, chance to cause stun, knockback
Description	
Signature Nazi grenade.	

Nazi Gunner

Background Information

Weight: 140 lbs.

Material Type: Flesh

Bio

A Nazi soldier with a machine gun. A cowardly foe, but dangerous in large numbers.

Stats

STR: 3 (Normal)
SPD: 3 (Normal)
AGL: 3 (Normal)
END: 3 (Normal)
ENG: 3 (Minor Energy)

Attributes

Timid

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Powers

Tier A

Power	Type
MP40 Machine Pistol	Piercing damage, knockback

Description

A German submachine gun firing bullets in bursts of 3.

Nazi Rifleman

Background Information

Weight: 140 lbs.

Material Type: Flesh

Bio

A Nazi armed with a long-range gun, the Rifleman prefers to stay at a distance and take his time setting up his shots. This makes him slower but more accurate than the other evil Nazi creeps.

Stats

STR: 3 (Normal)
SPD: 3 (Normal)
AGL: 2 (Clumsy)
END: 2 (Puny)
ENG: 1 (No Energy)

Attributes

Timid

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Powers

Tier A

Power	Type
Mauser 98K	Piercing damage, knockback

Description

Long-range but inaccurate projectile.

Power	Type
Rifleman Club	Crushing damage, chance to cause stun

Description

A basic melee attack.

Shurale

Background Information

Weight: 180 lbs.

Material Type: Flesh

Bio

Once thought to be a Russian legend, the powerful Shurale serves Red Oktober and Nuclear Winter with decidedly real horns and fists. Beware its roar, which can drain the strength from any who hear it!

Stats

STR: 6 (Extremely Strong)
SPD: 3 (Normal)
AGL: 6 (Extremely Nimble)
END: 4 (Hardy)
ENG: 5 (Very Powerful)

Attributes

Berserker
Fast Healing
Hirsute
Weak Minded

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Resistant	Acid: Normal
Mental: Vulnerable	Mystical: Normal

Powers

Tier A

Power	Type
Horn Charge	Piercing damage, chance to cause stun, knockback
Description	
A gouging slash from a pointed horn.	

Power	Type
Meaty Fists	Crushing damage, chance to cause stun, knockback
Description	
Knuckle sandwich with extra pain sauce.	

Power	Type
Weakening Roar	Mental effect (Weaken, 100 EP)
Description	
Fearsome bellow that saps the very strength from nearby foes.	

Snow Man

Background Information

Weight: 280 lbs.

Material Type: Frozen

Bio

A frosty creation of Nuclear Winter, the Snow Man is just what its name implies: an animated monster made of snow and ice. Don't try adorning it with a corncob pipe and a button nose, because this Snow Man will pummel you with rock-hard fists and bursts of jagged ice!

Stats

STR: 4 (Strong)

SPD: 4 (Fast)

AGL: 3 (Normal)

END: 4 (Hardy)

ENG: 4 (Powerful)

Attributes

Heat Sensitive

Jumper

Cosmic Chump

Weaknesses and Resistances

Piercing: Resistant	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Defenseless	Energy: Normal
Cold: Highly Resistant	Acid: Normal
Mental: Normal	Mystical: Normal

Powers

Tier A

Power	Type
Frozen Pummel	Cold damage, chance to cause stun
Description	
The icy strike of a frozen fist	

Power	Type
Ice Fragment Burst	Cold damage, chance to cause stun (100 EP)
Description	
Scattered shards of ice chill all within the area.	

Power	Type
Chill Shield	Absorbs melee, ranged and area cold attacks; always active
Description	
Passive defense that's almost impervious to cold attacks.	

Subterrestrial

Background Information

Weight: 820 lbs.

Material Type: Stone

Bio

Lumbering minions of Entropy, the Subterrestrials have erupted from the center of the Earth to wreak havoc in the streets of Patriot City. Beware the boulders hurled from their staves!

Stats

STR: 7 (Extraordinarily Strong)

SPD: 3 (Normal)

AGL: 2 (Clumsy)

END: 4 (Hardy)

ENG: 7 (Extraordinarily Powerful)

Attributes

Armored

Clumsy

Solid Skeleton

Weaknesses and Resistances

Piercing: Highly Resistant	Electrical: Normal
Crushing: Highly Resistant	Radiation: Resistant
Heat: Resistant	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Vulnerable

Powers

Tier A

Power	Type
Earth Wave	Crushing damage, knockback (100 EP)
Description	
Hurls enemies sky high.	

Power	Type
Staff Swing	Crushing damage, chance to cause stun, knockback
Description	
A moderately powerful melee attack.	

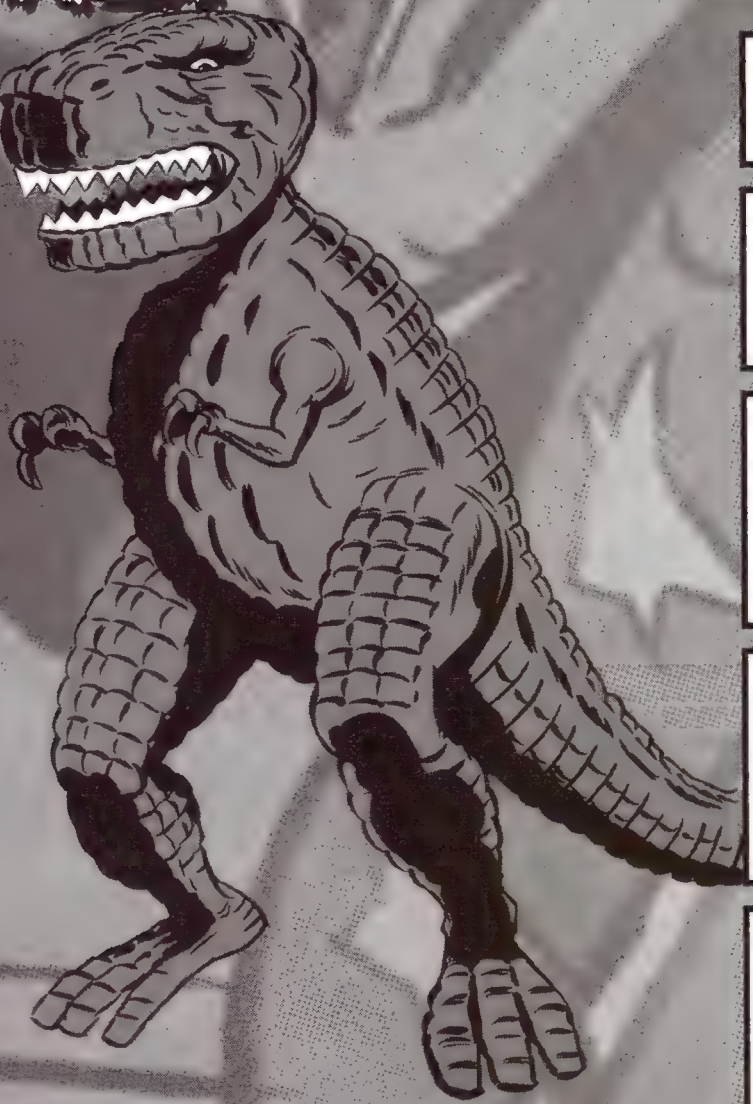
Power	Type
Boulder Bash	Area crushing damage, chance to cause stun
Description	
A giant boulder torn from the Earth and flung with impunity.	

Tier B

Power	Type
Down to Earth	Energy effect
Description	
Increases the target's density, slowing them down and preventing them from flying.	

Power	Type
Life Suck	Crushing effect
Description	
Drains the target's life force.	

T-Rex



Background Information

Weight: 11,020 lbs.

Material Type: Flesh

Bio

The Tyrannosaurs Rex was a large carnivorous dinosaur during the last part of the Cretaceous Era. It has a massive jaw, which it uses to attack anything that comes within range.

Stats

SPD: 8 (Incredibly Strong)

STR: 4 (Fast)

AGL: 3 (Normal)

END: 10 (Unstoppable!)

ENG: 4 (Powerful)

Attributes

Berserker

Ponderous

Solid Skeleton

Armored

Grim Resolve

Weaknesses and Resistances

Piercing: Resistant	Electrical: Normal
Crushing: Resistant	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Normal

Powers

Tier A

Power	Type
Chomp	Arc crushing damage
Description	
A powerful melee attack with a long reach.	

Power	Type
Snap	Arc crushing damage
Description	
A powerful melee attack directed at flying targets.	

Power	Type
T-Rex Stomp	Crushing damage, knockback
Description	
Causes area damage just by walking.	

Thug with Bat

Background Information

Weight: 170 lbs.
Material Type: Flesh

Bio

Criminals are a superstitious and cowardly lot, and these guys are no exception. They make up for their inadequacies by carrying baseball bats and picking fights with anyone who challenges their manliness.

Stats

STR: 3 (Normal)
SPD: 3 (Normal)
AGL: 2 (Clumsy)
END: 3 (Normal)
ENG: 1 (No Energy)

Attributes

Timid
Weak Minded

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Vulnerable	Mystical: Normal

Powers

Tier A

Power	Type
Club	Crushing damage, chance to cause stun, knockback
Description	
A standard melee attack.	

Thug with Gun

Background Information

Weight: 160 lbs.

Material Type: Flesh

Bio

These guys are just brave enough to stay at a distance, firing on their enemies with a seemingly endless supply of bullets.

Stats

STR: 3 (Normal)

SPD: 3 (Normal)

AGL: 2 (Clumsy)

END: 3 (Normal)

ENG: 1 (No Energy)

Attributes

Timid

Weak Minded

Weaknesses and Resistances

Piercing: Normal	Electrical: Normal
Crushing: Normal	Radiation: Normal
Heat: Normal	Energy: Normal
Cold: Normal	Acid: Normal
Mental: Vulnerable	Mystical: Normal

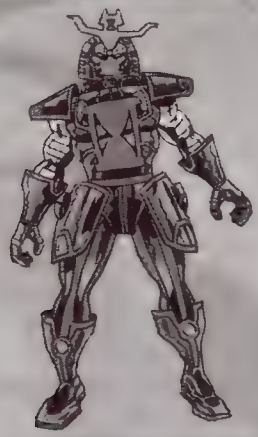
Powers

Tier A

Power	Type
Pistol Shot	Piercing damage, knockback
Description	
An inaccurate ranged attack.	

Power	Type
Punch	Crushing damage, chance to cause stun
Description	
A standard melee attack.	

Time Twin (Electrical)



Background Information

Weight: 330 lbs.

Material Type: Energy

Bio

Timemaster can summon lesser versions of himself from other timelines. This Time Twin attacks with a beam of electricity.

Stats

STR: 5 (Very Strong)
SPD: 4 (Fast)
AGL: 1 (Klutz!)
END: 6 (Extremely Hardy)
ENG: 6 (Extremely Powerful)

Attributes

Charged
Fast Healing
Density Control

Weaknesses and Resistances

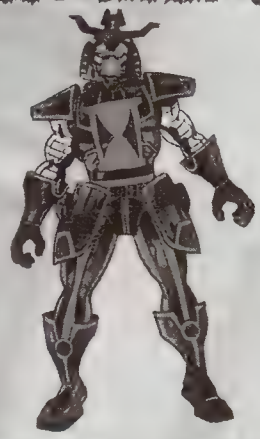
Piercing: Resistant	Electrical: Normal
Crushing: Resistant	Radiation: Vulnerable
Heat: Normal	Energy: Vulnerable
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Resistant

Powers

Tier A

Power	Type
Chronal Electricity	Electrical damage, chance to cause stun
Description	
Beam attack that does electrical damage.	

Time Twin (Energy)



Background Information

Weight: 330 lbs.

Material Type: Energy

Bio

This Time Twin attacks with a beam of pure energy.

Stats

STR: 5 (Very Strong)
SPD: 4 (Fast)
AGL: 1 (Klutz!)
END: 6 (Extremely Hardy)
ENG: 6 (Extremely Powerful)

Attributes

Fast Healing
Density Control

Weaknesses and Resistances

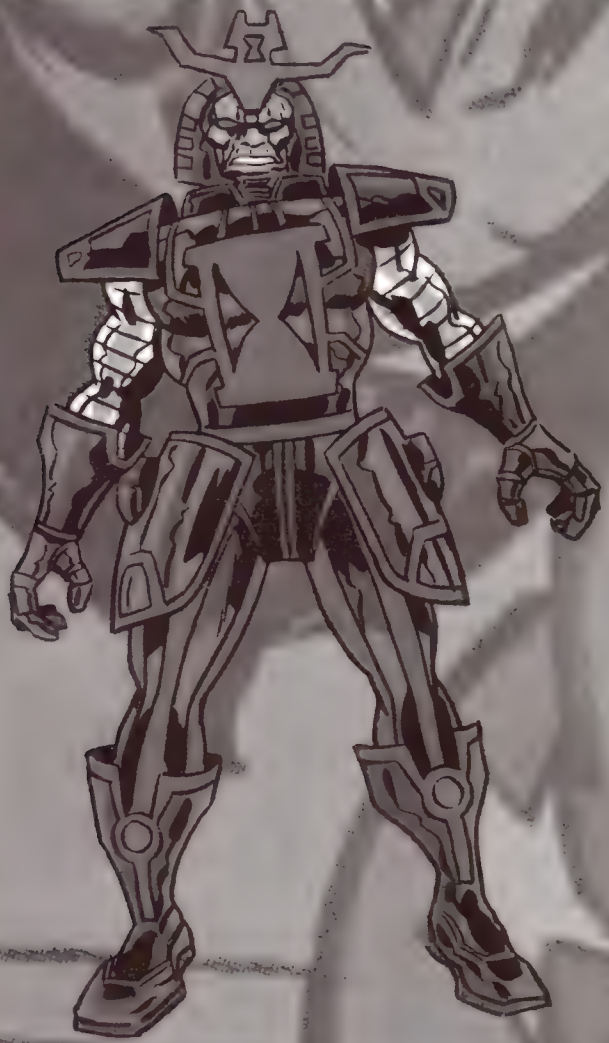
Piercing: Resistant	Electrical: Vulnerable
Crushing: Resistant	Radiation: Vulnerable
Heat: Normal	Energy: Vulnerable
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Resistant

Powers

Tier A

Power	Type
Chronal Energy	Energy damage, knockback
Description	
Beam attack that does energy damage.	

Time Twin (Radiation)



Background Information

Weight: 330 lbs.

Material Type: Energy

Bio

This Time Twin attacks with a beam of radiation.

Stats

STR 5 (Very Strong)

SPD 4 (Fast)

AGL 1 (Klutz!)

END 6 (Extremely Hardy)

ENG: 6 (Extremely Powerful)

Attributes

Radioactive

Fast Healing

Density Control

Weaknesses and Resistances

Piercing: Resistant	Electrical: Vulnerable
Crushing: Resistant	Radiation: Resistant
Heat: Normal	Energy: Vulnerable
Cold: Normal	Acid: Normal
Mental: Normal	Mystical: Resistant

Powers

Tier A

Power	Type
Chronal Radiation	Radiation damage
Description	
Beam attack that does radiation damage.	

Wraith of Chaos

Background Information

Weight: 330 lbs.

Material Type: Energy

Bio

The Wraith of Chaos is a fearsome opponent, with a painful energized touch and the ability to send flying heroes crashing to the ground. It's even more dangerous when it absorbs the life essence of a Subterrestrial, transforming into a Devastation Wraith.

Stats

STR: 5 (Very Strong)
SPD: 4 (Fast)
AGL: 5 (Very Nimble)
END: 5 (Very Hardy)
ENG: 8 (Incredibly Powerful)

Attributes

Cybernetic Brain
Unstable Energy
Temperature Control

Weaknesses and Resistances

Piercing: Resistant	Electrical: Vulnerable
Crushing: Resistant	Radiation: Vulnerable
Heat: Resistant	Energy: Vulnerable
Cold: Resistant	Acid: Normal
Mental: Resistant	Mystical: Resistant

Powers

Tier A

Power	Type
Disruption	Energy damage, chance to cause stun
Description	
A devastating energy-based melee attack.	

Power	Type
Binding Force	Energy effect, chance to cause stun (100 EP)
Description	
Increases target's density, slowing them down and preventing them from flying.	

Power	Type
Painful Miasma	Defends against melee crushing and piercing attacks; always active
Description	
Passive defense that protects from many physical melee attacks.	

Mission 1: Things That Go Bump in the Night

This first "mission" is really more of a tutorial section, designed to help new players learn how to control their characters and gain the basics of combat and other systems. You control Alchemiss as she makes her way through a strange setting, one where things just don't quite make sense...

Required-Heroes

Alchemiss

Man-Bot (joins later in mission)

Suggested-Heroes

N/A

Unavailable-Heroes

N/A

Primary-Objectives

Find and rescue Man-Bot. (750 Prestige)

Defeat the evil Freedom Force Members. (500 Prestige)

Alchemiss and Man-Bot must both survive! (250 Prestige)

Return to the Freedom Fortress. (250 Prestige)

Secondary-Objectives

Save the innocent woman from El Diablo. (250 Prestige)

Take out all the thugs in the park. (500 Prestige)

Mission-Enemies

Soldier Ant (30 Prestige)

Bullet? (20 Prestige)

El Diablo? (20 Prestige)

Eve? (20 Prestige)

Liberty Lad? (20 Prestige)

Man O' War? (20 Prestige)

Microwave? (20 Prestige)

Minuteman? (20 Prestige)

Sea Urchin? (20 Prestige)

The Ant? (20 Prestige)

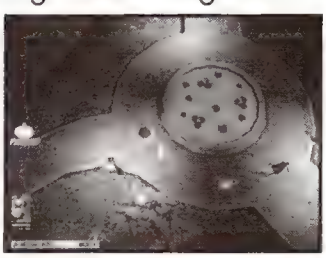
Thug With Bat (11 possible, 5 Prestige each)

Thug With Pistol (2 possible, 12 Prestige each)

Follow-the-Yellow-Shield-Road

The opening cinematics sum up the events of the first game and bring old and new players alike up to speed with current events. You then gain control of Alchemiss, who herself is suddenly thrust into a strange situation. She's in the city park with no warning, being told through a mental link to find the character Man-Bot, who should be in another dimension. Left with no one answering her questions and no other choice, Alchemiss decides to obey these promptings and start the search. This is where you truly gain control.

You have one Primary and one Secondary Objective. You must find and rescue Man-Bot, and you gain extra Prestige for taking out all the Thugs within the park. For the moment, your task is to follow the chain of yellow Freedom Force shields to activate each step of the tutorial. Use your mouse to "hover" the cursor over the shield marked with a yellow arrow, then click on it to get the next tip. The first few shields walk you through the basics of attacking and defeating three "Thug With Club" enemies. Follow the directions and you should have no problems. Even for a solo Alchemiss, these simple foes are no real threat.

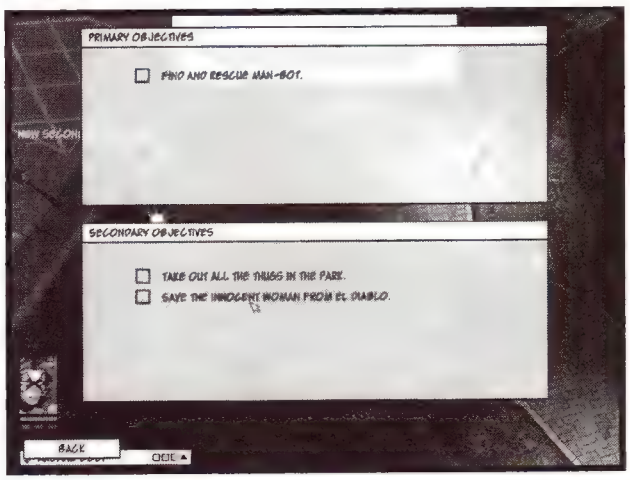


The yellow arrow points to the next shield you should check.

Good-Guy-Gone-Bad?

Continue to follow the chain of shields around the curve in the path to learn about Power Canisters, and to fight a still non-dangerous battle against two Thugs at once. Just a few shields after this, you gain a new Secondary Objective—to save an innocent woman from the clutches of... Freedom Force member El Diablo? Although he looks dangerous, this fiery foe can't really stand up to Alchemiss. Fight him off immediately, with either Arcane Bolt or Smite the Wicked. Once he falls and leaves the civilian unharmed, one Secondary Objective is completed.

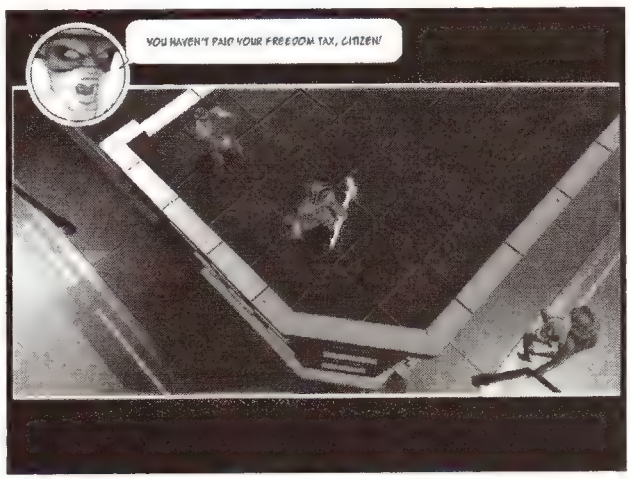
Before exiting the park, it's time to finish that other Secondary Objective. Continue to follow the path as it curves around and follows the street. You find three more Thugs in the circular section just off the walkway. They're all weak to Alteration, so use this on the pair in the background, then re-use it as needed while you fight off one enemy at a time. Continue along the main path to find another pair of Thugs near the next fountain. Dispatch them and your other Secondary Objective is now complete.


PRIMARY OBJECTIVES
FIND AND RESCUE MAN-BOT.
SECONDARY OBJECTIVES
TAKE OUT ALL THE THUGS IN THE PARK.
SAVE THE INNOCENT WOMAN FROM EL DIABLO.
BACK

Remember to check your objectives often by pressing "O" on your keyboard, especially when you're notified of a new objective.

Return to where you saved the civilian, activating the next tutorial shield when you get there, then keep following the yellow arrows even when they point off the screen to discover your path.

After the next one, you must fly up to confront what seems to be Minuteman threatening yet another innocent. Follow the instructions on the screen to knock him to the ground using Alchemiss' Repulsion power—if he doesn't fall the first time, use it again until he does to prevent Minuteman from attacking the citizen. Once he's on the ground, make sure that your default power is set to Arcane Bolt so that Alchemiss remains in the air, then attack. After the long drop, Minuteman should be defeated quickly, at which point Liberty Lad shows up to reinforce him. This is when your flight comes in even more handy, as it protects you against Liberty Lad's grenade abilities. With both foes defeated, move on to the next bit of tutorial.



Since the Freedom Force members obviously aren't acting right, it's up to Alchemiss to continue stopping them in their tracks.

Together-Again

Just a bit further along the chain, you find Man-Bot caged and guarded by two Thugs With Pistols. As you approach the intersection, use the Arms of the Goddess power as the tutorial suggests, protecting your character from much of their firepower. Cut them down with Alchemiss' Arcane Bolts, then (as the next shield prompts) lob one more attack at his cage to free the metal man. Watch the cutscene; at the end, you gain two new Primary Objectives to replace the one you just completed. You must now defeat the evil Freedom Force members, and keep both Alchemiss and Man-Bot alive in the process.

Control both characters to keep them moving and relatively together. The easiest way to do this is to press the "5" button on the keyboard, which is a shortcut to select your entire party at once, then move the group along in the normal manner, by left-clicking on the next area of movement. A few more shields along the trail and you face two new enemies with the forms of Eve and Bullet. Again, the latest shield gives you the key to victory—move Man-Bot up near to the group and use his "Release" power to take both out at once. Keep Alchemiss well out of range, minimizing damage to the building in the process for the best results.

Hold down the right mouse button and move the cursor to determine the best range for an attack like Man-Bot's "Release" power.

Staying Together

In this mission, you are introduced to the disparity between different characters' movement speeds. Avoid moving the faster characters too far ahead of the rest when you're unsure of when combat might crop up. In this particular case, you can order Man-Bot to fly so that he moves a bit faster. However, if you order him to fight in melee combat or to check a shield or pick up a power canister, he will automatically land.

Learning-to-Use-Your-Environment

The next combat takes place against Man O' War and Sea Urchin. Follow the promptings of the in-game tips and have Man-Bot use a traffic light as a club. Sweep Sea Urchin out of the way first, as one blow of the impromptu club should be enough to put her out of the fight. Then attack Man O' War with both characters. Man-Bot is weak against this enemy's attacks, but the difference in their overall strengths is still great enough that it doesn't really matter. The traffic light disintegrates after a couple strikes, so return Man-Bot to the fight using his normal abilities once that happens.

The next shield prompts you to use a car against Microwave as another new weapon. Line up the shot carefully, keeping the car from clipping any other items, including Alchemiss. Get close enough and a well-aimed throw should knock Microwave out immediately. If not, continue to pick up the objects around Man-Bot to use as weapons while Alchemiss snipes at him with her mostly ineffective powers. Once he's down, continue on your way.

MAKE SURE NOTHING IS IN THE WAY WHEN YOU USE A HEFTY WEAPON LIKE A CAR.

The last enemies in your string of apparent Freedom Force members gone bad are The Ant and a soldier ant that he's summoned as a sidekick. Using the in-game tutorial's advice, line up on one of the cars near the duo and let fly with Man-Bot's Disruption power. Make sure that both Man-Bot and Alchemiss are well out of the blast range before you do this. One blast from an exploding car should be enough to take the enemy duo out, completing one of the Primary Objectives. If not, use the second nearby car to finish the job, or just take the pair down the rest of the way using the combined might of Man-Bot and Alchemiss directly.

Wrapping-Things-Up

With these last enemies down, it's time to head for the Freedom Fortress. You have no more yellow arrows to follow—instead, make your way toward the red arrow pointing off the edge of the screen. The scenery wavers back and forth (don't worry, there's not a problem with your computer). As you approach the building, the Freedom Force logo appears and the action moves to another cutscene. You discover the reason behind these strange events, then proceed to the Debrief Screen to evaluate how well you did in your first mission, and wallow in all the glorious Prestige you've earned. Take this chance to train Alchemiss, who should have gained a level, before continuing on to your next mission.

A CUTSCENE WRAPS THINGS UP FOR THE MISSION–REVEALING THE PLOT, BIT BY BIT. PAY ATTENTION!

Intermission

Once this first mission is complete, El Diablo, Mentor, and Minuteman join Alchemiss in the Freedom Force roster, becoming available for future missions.

Mission 2: Chaos in Cuba

With most of the Freedom Force members scattered across the globe, this is the worst time for a crisis. That makes it the natural time for some unidentified foe to break two of the Freedom Force's past enemies out of prison. Nuclear Winter and Timemaster have been freed, and signs point toward Cuba as their location. It's time to gather your squad and head for that tropical island.

Required-Heroes

Alchemiss

El Diablo

Mentor

Suggested-Heroes

N/A

Unavailable-Heroes

N/A

Primary-Objectives

Destroy Nuclear Winter's freeze gun. (750 Prestige)

Interrogate the Ice Sergeant to learn more about Nuclear Winter's plans. (500 Prestige)

Secondary-Objectives

Deal with the Ice Troopers who have infiltrated the airfield. (250 Prestige)

Take out all of the Snow Men. (500 Prestige)

Mission-Enemies

Frost Warrior (40 Prestige)

Ice Trooper (18 possible, 20 Prestige each)

Snow Man (8 possible, 60 Prestige each)

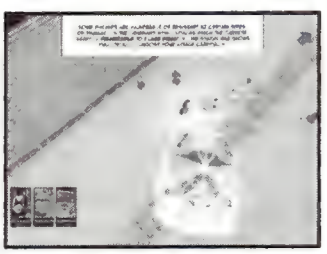
Preparations

When it's time to pick your heroes for the mission, it becomes apparent that your squad is already set. Alchemiss, El Diablo, and Mentor are chosen for the mission automatically. You cannot replace any of them with Minuteman, even though he shows up as available. Click on Enter the Fray to get the action started with your given team.

South-for-the-Winter

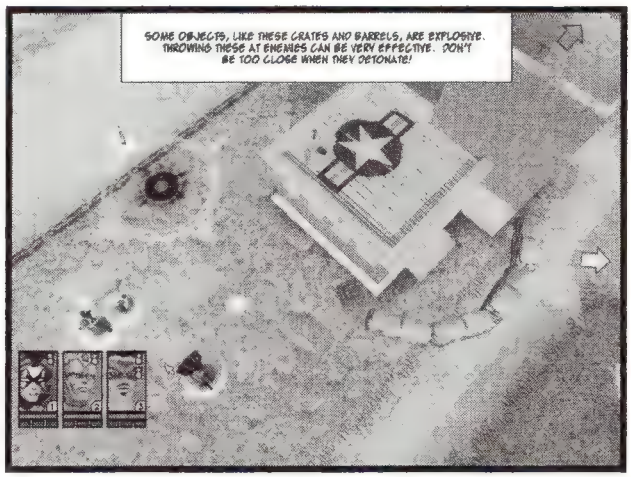
Once you're in Cuba, you discover why Minuteman is unavailable. Nuclear Winter has a new freeze ray in his arsenal, and he's used it to freeze Minuteman inside the team's jet. Your team of three characters must find this freeze ray and put it out of commission.

Near the starting point, you have the help of a nearby soldier. He remains outside your direct control, but he helps by firing upon nearby enemies. Just don't stand around in a given place for too long—not only are there enemies nearby, but every so often enemy jets fly overhead and drop bombs. If you see crosshairs appear on the ground, accompanied by the sound of aircraft, quickly move all of your characters away from the marked area to prevent them from taking heavy bomb damage.



Finishing the first tutorial mission doesn't mean that you're done learning!

As you get underway, check the yellow shields nearby to gain a few more pointers after the main tutorial mission. Just to the right of the first shield is your first enemy of the level, an Ice Trooper. Blast away at him with your default powers, saving your more subtle techniques for later in the mission. Follow the new trail of shields past the foe and along the front of a nearby building, where you must dodge your first barrage of aircraft bombs. Keep your team well away from the explosive barrels when the bombs are about to hit, in case they trigger a chain reaction.


SOME OBJECTS, LIKE THESE CRATES AND BARRELS, ARE EXPLOSIVE. THROWING THESE AT ENEMIES CAN BE VERY EFFECTIVE. DON'T BE TOO CLOSE WHEN THEY DETONATE!

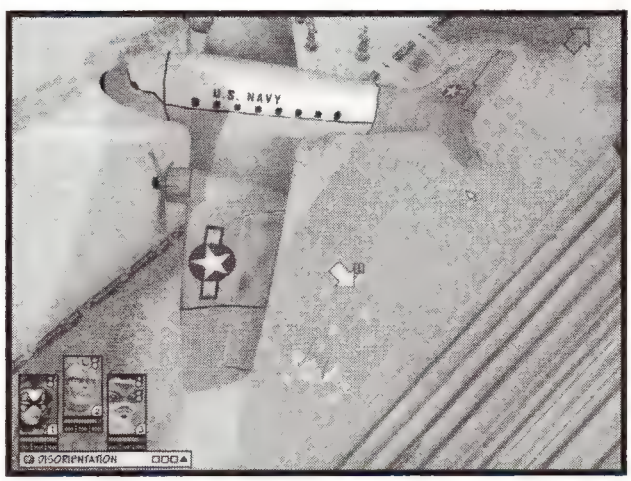
STAY WELL CLEAR OF THESE CROSSHAIRS AND ANY EXPLOSIVE ITEMS NEAR THEM, LIKE THE BARRELS AND CRATES NEXT TO THE BUILDING.

Once you've dodged the bombs, take out the next Ice Trooper, and then move toward the buildings along the edge of the screen. Here you find another Ice Trooper on top of a building, preparing to snipe at your team with his rifle. Command Alchemiss and El Diablo to start flying if they aren't already, set their default powers to Arcane Bolt and Tongues of Flame to reach the far-off enemy, and then have them attack. Check the nearby shield, and make sure you pick up the Prestige Canister near it. Then send any landed fliers back into the air as you move toward the next yellow arrow pointing offscreen.

LET YOUR FLYING HEROES TAKE THE FIGHT TO ANY SNIPERS ON THE ROOFTOPS.

Using-Your-Enemies

The next shield suggests using Mentor's Instinct Dominance power to enrage part of the next group of foes. Handily enough, a Power Canister is nearby. Use it to boost Mentor's energy regeneration, and then move him and the rest of the team up to the next shield. That's a good place to right-click on the closest enemy and use the suggested attack. At this point, three land-based foes approach the team, while another sniper attacks from the rooftops.



THE NEXT SHIELD IN LINE MARKS A GOOD AMBUSH POINT FOR MENTOR TO CLOUD THE SENSES OF HIS UNSUSPECTING VICTIM.

Send a flying Alchemiss up to the rooftops, and use her Repulsion power on the sniper to knock him down. The enraged foe on the ground, under Mentor's influence, may start attacking his allies. With Mentor's increased energy regeneration, you need only wait a moment before using his Instinct Dominance on a second foe. In the meantime, send a flying El Diablo against the third, unaffected enemy. With the troops thus occupied, send Mentor in to assist El Diablo, and make sure that Alchemiss finishes mopping up her own opponent. If the tide still seems to be turning against your team due to a resistant foe or two, use Alchemiss' Alteration power (these enemies are weak against it) to help turn things back in your favor.

THE ENEMY ON THIS ROOFTOP IS JUST WAITING FOR ALCHEMISS TO KNOCK HIM DOWN A PEG.

MEDIC!

FLYING DOESN'T PROTECT YOUR TEAM MEMBERS AGAINST ALL OF YOUR FOES' ATTACKS, BECAUSE THE ICE TROOPERS HAVE STRONG RANGED WEAPONS. KEEP A CLOSE EYE ON YOUR GROUP'S HEALTH. IF IT LOOKS LIKE ONE OF YOUR CHARACTERS IS GETTING LOW AND THERE ARE NO HEALTH CANISTERS NEARBY, USE A HEROIC REVIVAL TO HEAL THEM BEFORE THEY ARE KNOCKED OUT. THIS IS ESPECIALLY HANDY WITH EL DIABLO, WHO HAS TWO HERO POINTS DUE TO HIS HEROIC ATTRIBUTE.

FROSTY-FOES

Once the fight is finished, move toward the yellow arrows marking your next targets. As your team approaches the next group, you are warned of new enemies on the field: Snow Men created by Nuclear Winter. For now, keep moving toward the last two Ice Troopers, one on the ground and another on the rooftops. Use Alteration against the one on the rooftops, while your team attacks the first enemy. By that point, the first of the Snow Men should be approaching.

With the Ice Trooper down, turn your entire group's attention to this enemy, keeping the sniper on ice using Alteration as needed.

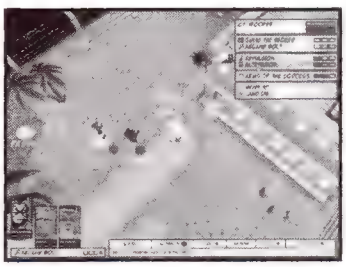
Once the Snow Man is gone, mop up the last rooftop sniper to complete your first Secondary Objective. Now you can concentrate on taking out all of the Snow Men.

DON'T WORRY ABOUT THE FIRST SNOW MAN TAKING YOU BY SURPRISE. MENTOR GIVES CLEAR WARNING BEFORE YOU EVEN SEE ITS APPROACH.

Next to the nearest building is a Health Canister. Use it on one of your team if needed. Otherwise, remember its location for future use and move on.

Go through the gate and follow the path until you reach an Ice Trooper and three more Snow Men, a dangerous combination. Command Alchemiss to knock the Ice Trooper out of the fight temporarily with Alteration, while El Diablo attacks one Snow Man with a flame power such as the powerful Inferno (just keep your allies out of the way!) and Mentor uses Instinct Dominance on the third. With luck, Inferno will take out one or even two Snow Men right off the bat, the Ice Trooper will be out for a little while, and the other Snow Man will turn on its allies. Set your team against any unaffected foes. Then mop up any with status afflictions, using the nearby Power Canister for a recharge if needed.

If you need a Health boost after this tough battle, you'll find a Health Canister between two buildings close by. On the opposite side of the field is an Experience Canister, which you should use on a character you'd like to level up quickly.



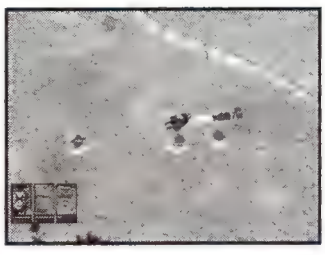
WHEN FIGHTING MULTIPLE FOES AT ONCE, ALWAYS USE SPECIAL ABILITIES THAT WILL TAKE THEM OUT OF THE FIGHT TEMPORARILY.

Lending-a-Helping-Hand

Once you go far enough along the path, you receive a warning of pilots in trouble. As soon as you see this message, drop whatever you're doing (pick up any canisters later) and move as quickly as you can to where Allied troops are fighting a whole squad of Ice Troopers and Snow Men. Have El Diablo swoop in on the Snow Men with his Tongues of Flame, while Alchemiss and Mentor each tackle an Ice Trooper. With the friendly soldiers' fire backing you up, the enemies should fall quickly. Just move fast to save as many of your allies as possible, and use Alteration and Instinct Dominance to keep some of the foes off your backs. Also, watch out for nearby bombs. It's a lot to juggle at once, but it's not too difficult if you make good use of the Pause function.

SAVING THE FRIENDLY TROOPS NOT ONLY GAINS THEIR GRATITUDE, BUT FURTHER CLEARS YOUR PATH TOWARD YOUR ULTIMATE GOAL.

If any members of your team are hurt, there is another Health Canister just behind one of the buildings surrounding your current battlefield. After you heal whoever needs it, move on to a quick skirmish between some friendly soldiers and the freeze ray. Come to the aid of the valiant soldiers. Move up the slope toward the right to face another Ice Trooper and Snow Man guarding the gun. You should be able to handle these two enemies easily by now.

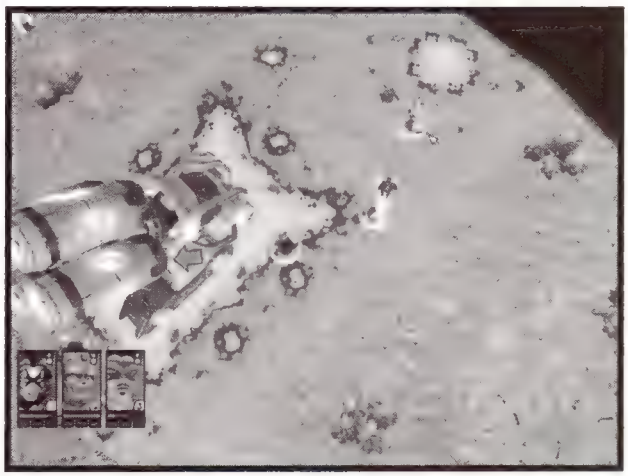


HEAD TO THE RIGHT, UP THE RAMP, BUT KEEP YOUR FLYING CHARACTERS MOVING AT A PACE THAT MENTOR CAN KEEP UP WITH.

Putting-the-Freeze-Gun-on-Ice

Watch out for the Frost Warrior, a slightly tougher human opponent, behind the freeze ray. Use Alteration and Repulsion to keep him off guard while your other two characters pound him into the ground. Clean up one last Snow Man that's lurking off to the side, and then destroy the freeze ray.

Now you can interrogate the Frost Warrior by left-clicking on him with your mouse while at least one squad member is selected.

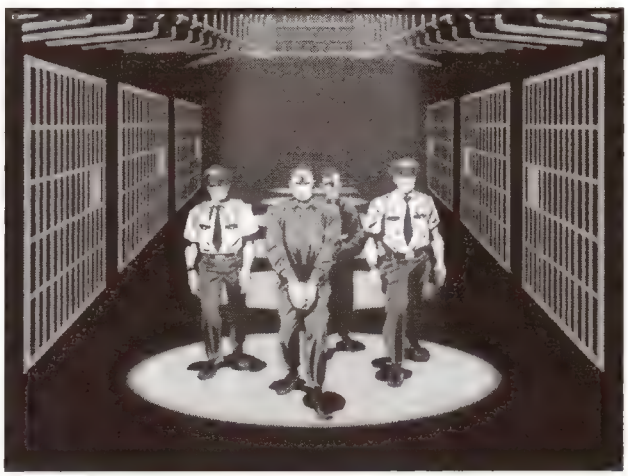


BEFORE YOU DEMOLISH THE FREEZE RAY, TAKE OUT THE FROST WARRIOR BEHIND IT.

Now that you've completed all of your objectives, it's time for a final cutscene to wrap up the mission. It becomes obvious that your job here is not completed. This is the end of the mission, but not the end of your journey to Cuba. Move on to the Debrief screens, and then prepare for the next battle.

Intermission

After the various round-up screens, you get the first Secret Origin in the game. These Secret Origins reveal the histories of characters who are about to be recruited to your team, or who've been added to the list of characters you can recruit by using Prestige. In this case, you learn the tragic history of Tombstone, an anti-hero perched on the brink between this world and the next.



THE SECRET ORIGINS DURING SOME OF THE INTERMISSIONS WILL INTRODUCE YOU TO NEW CHARACTERS OF YOUR TEAM.

After you've learned Tombstone's story, continue to the next screens and improve your team. With full Prestige and Character Points from the mission, Alchemiss and any character who used the Experience Canister should have level-up points to spend, using the Train option. In addition to Tombstone being added to your roster, you can also use the Recruit button to bring on Liberty Lad—for the appropriate amount of Prestige, which you may not have just yet.

Mission 3: Beware the Sorceress of the Soviet!

On your mission to Cuba, you discovered information about a mysterious new enemy known only as La Roja. Now you must travel throughout this island country to locate La Roja and neutralize her once and for all.

Required-Heroes

Minuteman

Suggested-Heroes

Alchemiss

El Diablo

Tombstone

Unavailable-Heroes

Mentor

Primary-Objectives

Learn the location of La Roja's secret base. (500 Prestige)

Figure out who the spy is, and get him to talk. (250 Prestige)

Enter Red Oktober's secret base. (250 Prestige)

Destroy the four mystical hands. (250 Prestige)

Interrogate Red Oktober. (250 Prestige)

Secondary-Objectives

Don't KO any innocent civilians while seeking the spy. (250 Prestige)

Mission-Enemies

Frost Sergeant (4 possible, 40 Prestige each)

Ice Guard (10 possible, 20 Prestige each)

Shurale (2 possible, 60 Prestige each)

Snow Man (various numbers possible, 60 Prestige each)

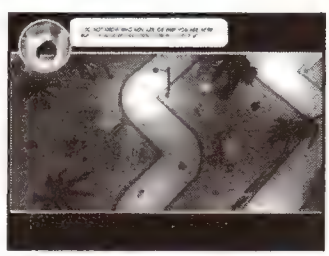
Maximum total enemy Prestige for the mission is 999.

Preparations

Before your mission even begins, one of your teammates seems to be down for the count. Mentor has come up against La Roja's mental defenses and has collapsed. During this cutscene, Tombstone makes his appearance to help in the assault. For this mission, Minuteman is off the bench, while Mentor is completely unavailable. If you haven't yet recruited Liberty Lad (as is likely), you're left with Alchemiss, El Diablo, and Tombstone.

The-Mysterious-La-Roja

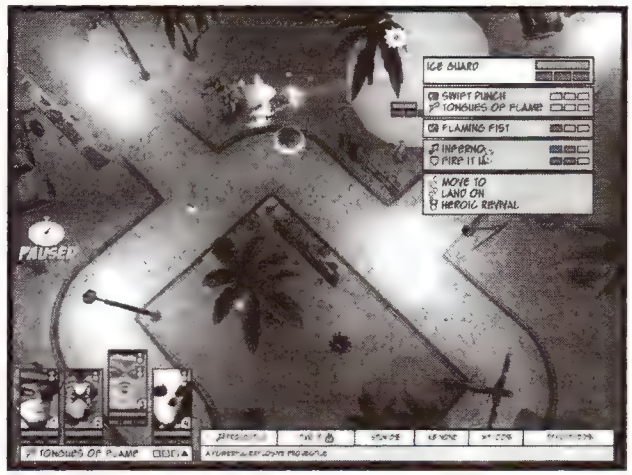
Mentor acts as a mental link to your team out in the field, giving advice from the sidelines. Your first objective is to learn the location of La Roja's secret base. Immediately send your team to the civilian at the top of the screen, waiting to be questioned. Luckily, this man is sympathetic to your cause and will give you information just for asking. It appears that La Roja is using powers of mind control to keep the mass of civilians under her thumb, with the help of an undercover spy. Your next objective is to find and interrogate this spy. Your secondary objective is to keep from knocking out any innocent civilians in the process. This shouldn't be a problem if you don't get too trigger-happy.



A team named Freedom Force loving freedom? ...Nah.

Just a bit past the helpful civilian, you'll find a Health Canister in the corner. You don't need it now, but note its location, in case you take too much damage during your interrogations.

As you move beyond your starting point, enemy troops begin to zero in on your location. All of your heroes on this mission have long-range powers. Set them as the default attack powers. These are Ice Guards and Frost Sergeants, and the former are weak against Alchemiss' Alteration powers. The enemy tends to cluster in groups, so make good use of Tombstone's Possession power to knock some of the foes out of the battle temporarily. If the enemies cluster together and your allies aren't nearby, El Diablo's Inferno power is a great way to damage many of them at once. If they're clustered together within melee range, Minuteman can use his Strike for Freedom to smack down some of them within an arc.



YOU CAN USE AREA ATTACKS TO TAKE OUT MULTIPLE FOES AT ONCE. BUT MAKE SURE THAT CIVILIANS AND YOUR TEAMMATES ARE OUT OF THE WAY.

Uncovering-the-Enemy

Now it's time to wander around, interrogating villagers and fighting any enemies you find. Each villager with information has one of the red interrogation signs ("!") over his head until after you speak to him. Talk to four of these innocent civilians, taking care not to hurt them. This triggers a red arrow marking the location of the actual spy (it's always the last of the five you choose). Follow the arrow, speak to him, and then attack with your entire squad when he turns on you. Beat down his health until he's willing to talk. This triggers a cutscene giving you the location of La Roja's lair.

IF A CIVILIAN PROTESTS HIS INNOCENCE, MOVE ON. THE REAL SPY QUICKLY MAKES HIMSELF KNOWN ONCE YOU SPEAK TO HIM.

Your new objective is to enter Red Oktober's base. Don't pause too long to consider it, because your team is besieged by more foes, including the deadly new Shurale. Send El Diablo and Alchemiss into the sky. Then command Tombstone to use Possession against one Ice Guard while Alchemiss uses Alteration on the other. Then have everyone attack the Shurale, keeping back and dodging out of the way if picks up heavy objects to throw. Then mop up the two Ice Guards, using Alteration to make sure you're fighting only one at a time once Tombstone's Possession wears off.

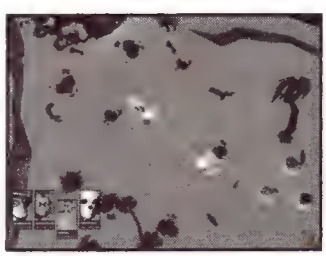
WATCH THE ENVIRONMENT DURING THIS FIGHT. THE STRONG SHURALE MAY PICK UP PIECES OF RUBBLE OR OTHER HEAVY OBJECTS AND USE THEM AS WEAPONS.

Snow-in-Paradise

With the foes cleared out of the way, follow the red arrow pointing off the edge of the screen. Once you reach the top of the small village, you see snow, a sure sign of Nuclear Winter's influence. Along the border of a courtyard, you find a yellow shield and one of the men you interrogated, as well as three canisters—Health, Power, and Prestige. Use the Prestige Canister on one of your team members—which one doesn't matter—and use the other two only if needed. Watch out for the Snow Men who lurk near this courtyard. Focus on using El Diablo's flame powers to take them out fast. In fact, it's best to approach this area with El Diablo flying alone, using Tongues of Flame to toast the enemies before they can act.

THIS COURTYARD HOLDS MULTIPLE CANISTERS OF VARIOUS TYPES, AS WELL AS ONE OF YOUR INTERROGATION TARGETS.

Once these enemies are out of the way, continue following the red arrow. Use the same general tactics on the Snow Men you run into—send El Diablo to attack them from the air, while rounding up your other three characters and moving them out of the enemy's range. It soon becomes apparent that there's something unusual going on here, because the Snow Men keep reviving shortly after dropping. But press on toward the base nonetheless.

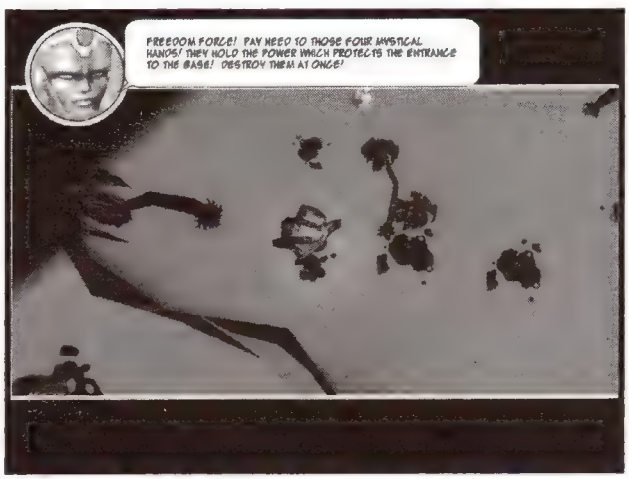


EL DIABLO IS PERFECT FOR PICKING OFF THE SNOW MEN FROM ABOVE.

The Snow Men only revive when they get killed while in a snowy area. Therefore, lure them outside of such areas before killing them—use Tombstone's Possession.

Non-Helping-Hands

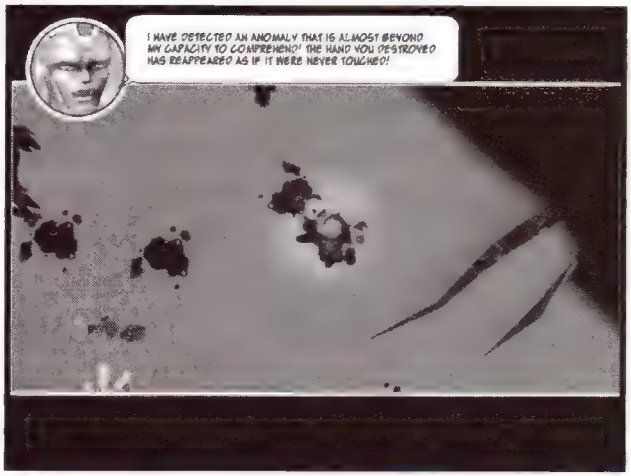
When you try to enter the base, four mystic hands appear, two on each side of the base. These are the relics protecting the lair, so you must destroy them utterly before proceeding further. Have El Diablo intercept any Snow Men while your team approaches one of the hands. To the right as your team faces the base, you find an Experience Canister near the edge of the map. Each side holds a Health Canister up on the ledge between the hands. Head to the right, grab the Experience Canister, and then have El Diablo fight the Snow Man while the other three concentrate on the hand.


FREEDOM FORCE! PAY HEED TO THOSE FOUR MYSTICAL HANDS! THEY HOLD THE POWER WHICH PROTECTS THE ENTRANCE TO THE BASE! DESTROY THEM AT ONCE!

THE MYSTIC HANDS ARE THE KEY TO ENTERING RED OKTOBER'S LAIR.

Don't move on to the next hand just yet. When the first mystic guardian drops, two more Ice Guards, an Ice Sergeant, and another Snow Man intercept your team. As before, have El Diablo handle the Snow Man, and have Alchemiss and Tombstone take the Ice Guards out of the fight while the rest of the team concentrates on the Ice Sergeant.

After you mop up the final combatants, Mentor grabs your attention again. It appears that as long as one hand remains standing, the rest will regenerate.


I HAVE DETECTED AN ANOMALY THAT IS ALMOST BEYOND MY CAPACITY TO COMPREHEND! THE HAND YOU DESTROYED HAS REAPPEARED AS IF IT WERE NEVER TOUCHED!

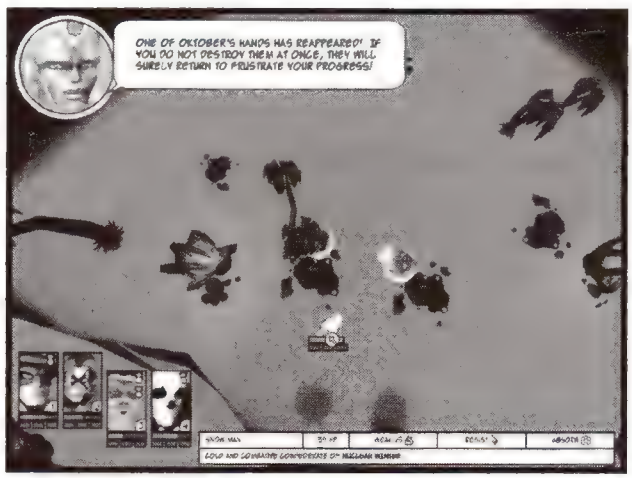
TO TAKE DOWN THE HANDS ONCE AND FOR ALL, YOU NEED A MORE CAREFULLY COORDINATED ATTACK.

Parting-Ways

At this point, things get a bit trickier. Clean up any enemies that appear. Then, when you get a breather, split your team into two. Put Alchemiss and Tombstone on separate teams, so that each side has someone to take foes out of battle. Then send one squad to one side of the map while the other squad remains with the current two hands. Stay on guard whenever you knock out a Snow Man, because it will revive after a few moments.

SOME OF THE SNOW MEN WILL REVIVE REPEATEDLY NEXT TO THE HANDS.

As you're fighting off these reviving foes, attack one hand until it has just a sliver of Health left, and then move on to the second, each squad taking one side of the map. Once all four hands have only a bit of health left, send each team member after a separate hand, destroying the mystic artifacts more or less simultaneously. Don't worry if your timing is somewhat off, because there's a bit of leeway here.


ONE OF OKTOBER'S HANDS HAS REAPPEARED! IF YOU DO NOT DESTROY THEM AT ONCE, THEY WILL SURELY RETURN TO FRUSTRATE YOUR PROGRESS!

YOU HAVE SOME LEEWAY WITH THE TIMING, BUT DON'T WAIT TOO LONG AFTER DESTROYING ONE HAND BEFORE TAKING CARE OF THE REST!

Splitting Up

ONCE YOU'VE SPLIT UP THE TEAM, REMEMBER THAT DOUBLE-CLICKING ON A CHARACTER'S PORTRAIT OR PRESSING THEIR ASSOCIATED NUMBER KEY TWICE CENTERS THE CAMERA ON THAT CHARACTER. THIS IS A GOOD WAY TO KEEP TRACK OF EVERYONE.

Out-of-Her-Lair

Once all four hands are destroyed, the way to the lair is clear. Finish off any remaining enemies. Red Oktober flies out on a broomstick to confront Freedom Force. Keep hassling her with Alteration, which she's weak against. While Alchemiss keeps her off-balance, command the others to launch attack after attack to take Red Oktober down.

A second Shurale slowly makes its way toward the conflict. Have Tombstone possess it, and use it as an ally until the Possession wears off. Keep an eye on any nearby Snow Men, have El Diablo or a possessed Shurale keep them off your team's backs, and otherwise concentrate fire on Red Oktober.

THE DEADLY SHURALE IS WEAK AGAINST POSSESSION. MAKING HIM A STRONG ALLY FOR A WHILE.

It's just a matter of time before Red Oktober falls. Once she's down for the count, interrogate her. The mission ends with a cutscene.

Intermission

Once you've reviewed your accomplishments, watch the Secret Origin of a new hero, the Green Genie. You can recruit this character to your team, but only through Prestige. She's a good character despite her apparent lack of attacking strength, and she's suggested for quite a few missions later on. You also add Bullet, a familiar hero from the first game, to your team's roster. This speedster will be quite useful in future missions.

Also, don't miss this opportunity to train your heroes before the next mission begins.

Mission 4: The Sinister Secrets of Red Oktober!

With the lair of Red Oktober revealed, it's time for your team to take the fight to her. But beware the mystical secrets she may have in store for you!

Required-Heroes

Minuteman

Suggested-Heroes

Alchemiss

Bullet

Tombstone

Unavailable-Heroes

Mentor

Primary-Objectives

Hunt for Red Oktober. (250 Prestige)

Secondary-Objectives

Rescue the prisoner. (250 Prestige)

Rescue all the imprisoned civilians. (250 Prestige)

All civilians must survive. (250 Prestige)

Smash Red Oktober's Cauldrons. (250 Prestige)

Mission-Enemies

Dark Shaman (2 possible, 30 Prestige each)

Ice Guard (10 probable (may vary), 20 Prestige each)

Shurale (7 probable (may vary), 60 Prestige each)

Maximum total enemy Prestige for the mission is 999.

Preparations

Mentor is unavailable for this mission, while Minuteman is required. The makeup of this team should be similar to the last one. Use Alchemiss to delay enemies when you're getting overwhelmed, and Tombstone will Possess some of your foes so they fight on your side. Bullet's speed comes in handy when you need to get in and out of a situation quickly.

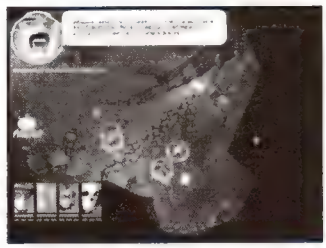
Other heroes can be swapped in, as well. Green Genie can use her transformative powers to take foes out of the combat temporarily, while Liberty Lad's grenades will handle foes who are clustered together at a distance. El Diablo is probably the weakest link here. He has a weakness to the Ice Guards' guns, without many real strengths against these enemies.

The-Hunt-for-Red-Oktober

At the start of the mission, you have only one objective—to hunt down Red Oktober. At the entrance to the lair, there are two paths forking deeper into Red Oktober's home. Take the one to your heroes' right. You find two Ice Guards watching over a prisoner, who cries for help the moment he sees your team. Take out the foes quickly with direct attacks, avoiding any large-area attacks that might endanger the prisoner.

You should be able to take out the guards quickly and easily. But make sure you don't hurt the prisoner in the process.

Free the prisoner by attacking the wall of the prison with direct attacks until it disintegrates. This satisfies the second objective that appeared when the prisoner cried out for help. At the same time, you gain two new secondary objectives. You need to rescue all the other imprisoned civilians and they must all survive.



RESCUING THIS PRISONER IS ONLY THE BEGINNING.

WATCH YOUR SPEED!

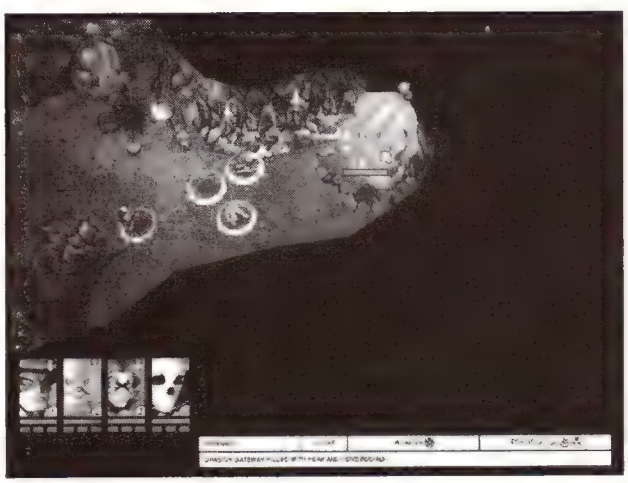
SOMETIMES YOU NEED TO MOVE THE TEAM SLOWLY SO THE SLOWER CHARACTERS CAN KEEP UP. THIS TIME AROUND, YOU HAVE THE OPPOSITE PROBLEM. WITH BULLET IN THE MIX, YOU OFTEN NEED TO MOVE YOUR TEAM FORWARD CAREFULLY SO THE SPEEDSTER DOESN'T END UP IN THE MIDDLE OF A GROUP OF ENEMIES ALL BY HIMSELF. IF AN ENEMY IS ALONE, THOUGH, IT'S OFTEN A GOOD PLAN TO SEND BULLET AHEAD OF THE TEAM. HE CAN BLAST THE ENEMY WITH A PREEMPTIVE WHIRLWIND ATTACK, SOMETIMES DESTROYING THE FOE BEFORE THE REST OF THE TEAM GETS THERE.

MORE-GUARDIANS-APPEAR

Continue along the current path until you loop around to where the other prong of the forked path would have taken you. Down this path is a Shurale. Set your team after it. Although it doesn't have a weakness to Alchemiss's Alteration power, you should still use it to throw the monster off-balance while the rest of the team attacks. Since it's just one foe, go ahead and use stronger, energy-hogging attacks such as Bullet's Fist Flurry.

WITH FOUR ON ONE, EVEN THE DANGEROUS SHURALE CAN'T STAND UP AGAINST YOUR ONSLAUGHT.

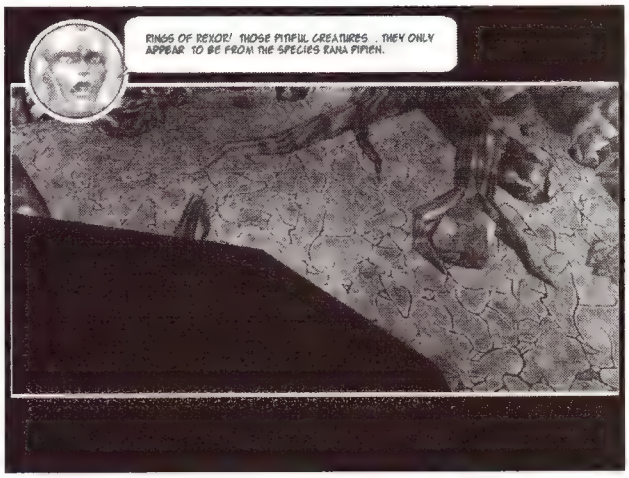
Just beyond the monster is a gateway blocking the next section of the lair. Click on it. This causes another of the mystical hands to appear, watched over by an Ice Guard. Follow the red arrow to defeat the Ice Guard, and then destroy the hand. Since it's all by itself this time, you don't need to coordinate multiple attacks. Then return to the gate, where another Shurale has appeared. Take it down the same way as before. Then click on the entrance to dissolve it and gain access to the next section.



THESE EERIE GATEWAYS MARK THE BOUNDARY BETWEEN THIS SECTION OF LAIR AND THE NEXT.

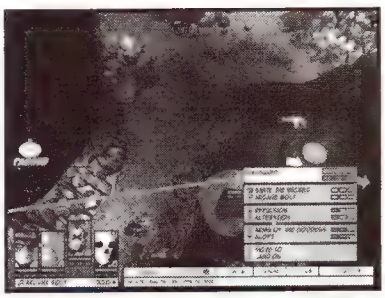
The-Cauldron's-Brew

What appear to be a trio of frogs are actually a group of humans transformed by magic! Command Bullet to approach the frogs, and Mentor will use his powers (through the team's mental link) to turn the hapless humans back to normal. They'll make their own way back to safety.



OF COURSE. MENTOR CAN'T JUST SAY THINGS IN PLAIN ENGLISH.

Just a bit farther down the path is a ledge with an ominous bubbling cauldron. As your team approaches, this cauldron emits a blob of green goo that quickly forms into an Ice Guard. Take out the cauldron as quickly as possible to prevent more enemies from appearing and overwhelming you. As Alchemiss uses Alteration on the guard and the rest of your team attacks it, command Bullet to use his Whirlwind power to destroy the cauldron. Then concentrate on finishing off the goo.



A QUICK WHIRLWIND ATTACK SHOULD KNOCK THE CAULDRON OUT OF COMMISSION—UNLESS YOU WANT TO KEEP FIGHTING ICE GUARDS.

Keeping the Cauldron

YOU CAN HOLD OFF ON DESTROYING THE CAULDRON FOR A WHILE, EARNING MORE PRESTIGE FOR FIGHTING THE ENEMIES IT CREATES. THE RISK IS THAT YOUR CHARACTERS MAY TAKE A BIT MORE DAMAGE THAN IS GOOD FOR THEM, BUT THE REWARD MAY BE WORTH IT. JUST REMEMBER THAT YOU CAN EARN A MAXIMUM OF 999 PRESTIGE FOR DEFEATING ENEMIES ON EACH MISSION, SO THERE'S NO USE FIGHTING ENEMIES BEYOND THAT POINT.

Shaman-Magic

Now face away from the cauldron and follow the left fork of the path. You find another Ice Guard watching a second civilian prisoner. Free the prisoner. If one of your characters needs more HP, use the Health Canister that's locked in with him.

Farther along this path, you find two new foes—Dark Shamans—standing on another ledge. Use Whirlwind, Possession, and Alteration to keep one of them out of the fight while the rest of the team concentrates on the other one. These guys have a lot of Health and dangerous long-range attacks. Once you're defeated them, grab the nearby Experience Canister and move on.

YOU CAN TELL THAT A CERTAIN TYPE OF MINION IS A BIT STRONGER THAN THE OTHERS WHEN THEY MAKE DRAMATIC SPEECHES.

Just past where the two forks meet, you find another Shurale guarding the next gateway. Nearby is a Power Canister for a quick recharge if needed. Destroy the Shurale, click on the gate, destroy the Ice Guard protecting the mystic hand that appears, destroy the hand itself, and come back to vanquish a second Shurale before heading into the third sector of the lair.

EVEN IF MENTOR'S NOT HERE PHYSICALLY, HE'S ALWAYS READY TO GUIDE THE TEAM.

MAGICAL-AMBUSH

YOU SHOULD CONCENTRATE ON KEEPING THE CIVILIAN SAFE.

This next section has three more toads, but this time there's a difference. One of the toads is an innocent civilian, but the other two are Ice Guards. Keep your team together when you approach the frogs. As soon as they change, use Alteration and Possession to keep the Ice Guards from attacking and allow the innocent civilian to get away safely. Then concentrate on taking down the enemies. You can also command Bullet to run in by himself and then come back to the rest of the group. This is a bit safer for your team, but it's a greater risk to the non-combatants. Watch out for a third Ice Guard who approaches after a few moments, and use the nearby Health and Power Canisters as needed.

When you can move freely again, take the short tunnel to your team's right. At the end you find another cauldron, this one emitting a Shurale as you approach. Again, make Bullet destroy the cauldron with a Whirlwind while the other teammates take down the Shurale. (Or you can keep the cauldron there for a bit, to allow your team to gather Prestige.) If you misjudge and take some damage, there's another Health Canister in the corner near the ledge.

LEAVING A SHURALE-BREWING CAULDRON ALONE BRINGS MORE RISK, BUT ALSO QUICKER PRESTIGE BUILD-UPS.

Double-Trouble

Now return to the previous fork and take the other path to fight off another Shurale. This time, there is another civilian prisoner near the gate (with another Health Canister handy). Free him after dispatching the enemy, and let him escape. Then click on the gateway. This time two hands appear, marked by red arrows. Send your entire team after the two Ice Guards, and then split up your team to destroy the hands. If Bullet's team destroys one hand first, send the speedster over to the second hand and use Fist Flurry to take it down before the first hand regenerates.

DON'T FORGET TO FREE THIS LAST PRISONER TO COMPLETE YOUR SECONDARY OBJECTIVE.

With the hands out of the way, one more Shurale appears between your team and the gate. Click on the gate to finish this mission. You see the Debrief screen before you go farther into the tunnels.

Intermission

This time you don't get to recruit or train new Freedom Force members. You don't even get a chance to change your team's lineup. Instead, you head directly into the next section of the lair. So take a breath, save your game, and get ready to finish Red Oktober once and for all.

Mission 5: The Cauldron Brews Evil!

Your team has explored part of Red Oktober's hideout, but the hardest part is yet to come. Stay focused and take your characters through to the end, persevering over all opposition!

Required-Heroes

Minuteman

Suggested-Heroes

Alchemiss

Bullet

Tombstone

(Team remains unchanged from Mission 4)

Unavailable-Heroes

Mentor

Primary-Objectives

Discover Red Oktober's and Nuclear Winter's secrets. (750 Prestige)

Destroy Red Oktober's cauldron. (500 Prestige)

Defeat Red Oktober. (750 Prestige)

Secondary-Objectives

Rescue all the imprisoned civilians. (250 Prestige)

Smash Red Oktober's cauldrons. (250 Prestige)

Don't let any civilians die. (250 Prestige)

Mission-Enemies

Dark Shaman (9 possible, 30 Prestige each)

Ice Guard (various numbers possible, 20 Prestige each)

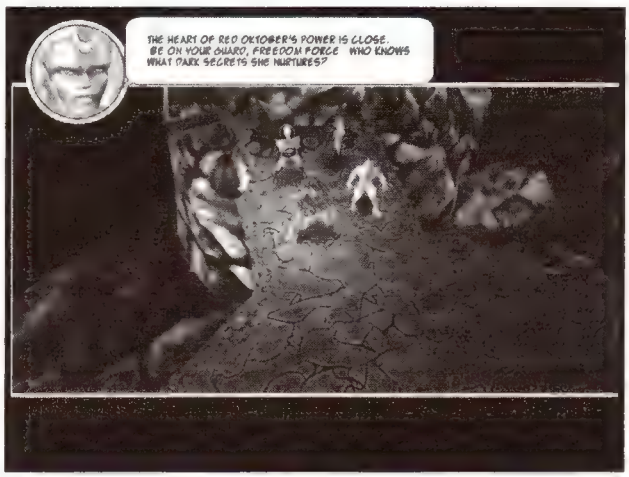
Red Oktober (2 possible, 100 Prestige each)

Shurale (various numbers possible, 60 Prestige each)

Maximum enemy Prestige for the mission is 999.

Preparations

You're halfway through Red Oktober's lair, so you cannot make any changes to your active roster or train your heroes any further. On the bright side, character Health and Heroic Revivals are replenished, giving your team a second wind before tackling the rest of this dangerous area.

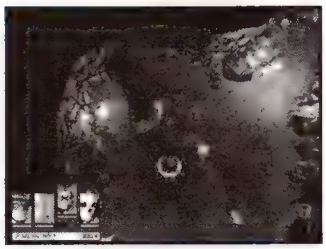


"CLOSE" IS A RELATIVE TERM, OF COURSE... EXPECT TO DELVE A FEW LAYERS DEEPER BEFORE FINALLY REACHING YOUR GOAL.

Deeper-into-the-Lair

You have new objectives. Your primary objective is to discover Red Oktober's and Nuclear Winter's secrets. Your secondary objectives are to smash Red Oktober's cauldrons, rescue all the imprisoned civilians, and keep them all alive in the process.

Ahead of the entrance and to the team's left, you find three more enchanted frogs. One of the frogs can hide friends or foes—each amphibian can randomly be a civilian or an enemy, with the chances of uncovering an enemy growing higher depending on the game's difficulty setting. Take down all enemies quickly with direct attacks to keep the civilians safe. Then continue along the same path to reach another of Red Oktober's cauldrons, handling it as you did before. Next to the cauldron is a Health Canister.



TEACH THIS GUARD A HARSH LESSON ABOUT ENCHANTING AND ATTACKING THE INNOCENT.

Dangerous-Spells

EVEN THE SUPER-SPEEDY BULLET CAN BE SLOWED DOWN BY RED OKTOBER'S GREEN GOO.

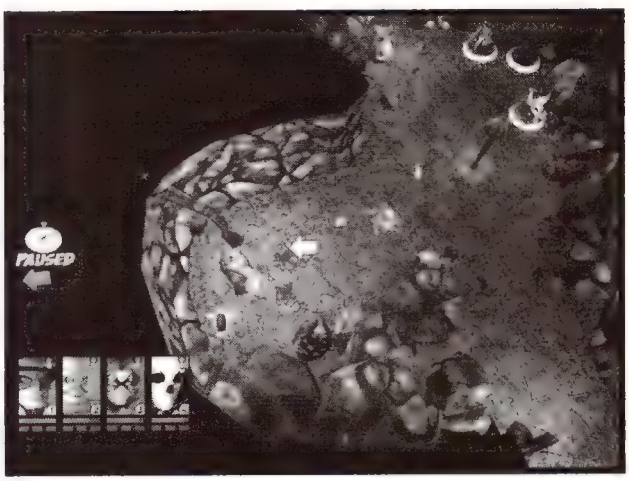
Continue along the path, past a Power Canister, to where three Dark Shamans wait. Use the Alteration, Possession, and Whirlwind to fight these dangerous foes. You can also use Repulsion to knock a few Shamans from their perches now and then. Watch out for the piles of green goo scattered around the area. They'll slow down any character who brushes against them.

After such a dangerous fight, the nearby Health Canisters might come in quite handy. Only after dispatching the Dark Shamans should you free the civilian in the nearby cage.

Continue along the path as it loops around, until you reach a second cauldron. This one spews forth a Shurale. You know what to do by this point. Handle both targets, using the nearby Power Canister if need be, and then click on the gate. Take out the hands and their guards (one of which is a Dark Shaman), take out the inevitable second Shurale, and move on.

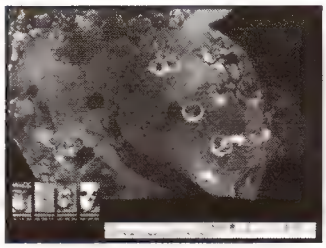
More-Peril-for-the-Innocent

Inside the next gateway is a Health Canister. Just beyond that is an alcove where you transform three more frogs. Use status effects freely to keep all enemies in the bunch from attacking. After the fight is done, pick up the Prestige Canister, continue onward, and take out the next cauldron.



THERE'S A PRESTIGE CANISTER BEHIND THIS TRIO OF FROGS. BUT MAKE SURE YOU TAKE CARE OF THE ENEMY FIRST!

You now have a new choice of paths. Continue along the wall on your team's left to find a dead end holding a cauldron, a Health Canister, and a prisoner behind bars. Take out the cauldron and any enemies before freeing the prisoner. Let him run to safety before you move back to the previous fork. Take the other path to prevent enemies from hitting him as he runs past.

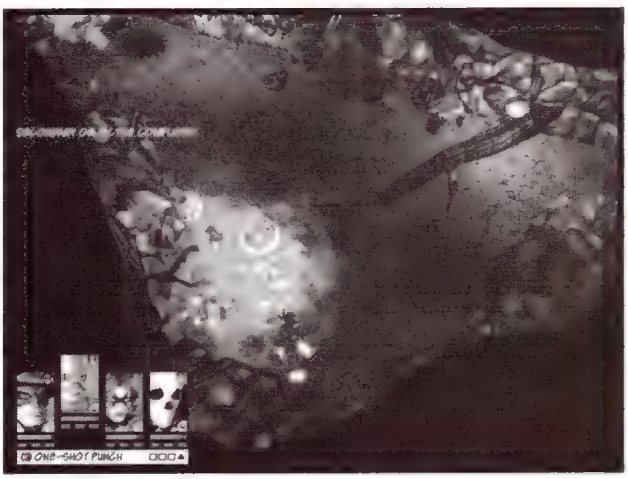


LET THE PRISONER GET A HEAD START BEFORE YOU RISK TRIGGERING MORE ENEMIES WHO MIGHT BAR HIS FLIGHT.

The-Final-Stretch

Along the second fork you find a Power Canister, followed by yet another cauldron. Taking out this bubbling brew completes one of your secondary objectives, but don't get too close to the five frogs sitting in its alcove. Only after your fight is over should you approach them. Once you've triggered the transformation, pause and plan your next moves carefully.

Proceed carefully. There are several enemies among the innocents, and you don't want the hapless villagers to get caught in the crossfire. Instead of pelting the foes with ranged attacks, use Alteration on the men and Possession, while exploiting the enemies' weaknesses. Lure them away from the escaping civilians. Use melee attacks until the civilians are well out of harm's way, and then unleash your strongest attacks to take the foes down. Don't worry too much about your heroes taking damage. There are two Health Canisters nearby to help replenish their HP. Once all of the prisoners are freed and the last frogs are transformed, you complete another of your Objectives.



THIS COULD BE A PRETTY NASTY GROUP, SO MAKE SURE YOUR TEAM IS PREPARED BEFORE TRIGGERING THEIR TRANSFORMATION.

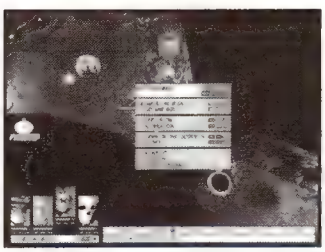
With these dangers out of the way, the next gate remains. Three hands appear and block your path. Send the entire team to take out the guards, and then split them up to destroy the hands. Command Bullet to help out with each hand as necessary. Not surprisingly, one more Shurale appears at the gate as the last hand falls. After that, you're free to move on into the final section.

COORDINATE YOUR FOUR TEAM MEMBERS TO TAKE OUT THE THREE HANDS.

The-Witch-Revealed

Now you run up against Red Oktober herself, surrounded by some of her minions. Behind her is the largest cauldron by far. After a brief cutscene, the fight begins!

During this combat, Alchemiss should focus on keeping Red Oktober under the influence of her Alterations. Concentrate on taking down the closest minion fast. When a minion falls, it revives after a moment. Mentor warns that you must destroy the cauldron to prevent such resurrections.

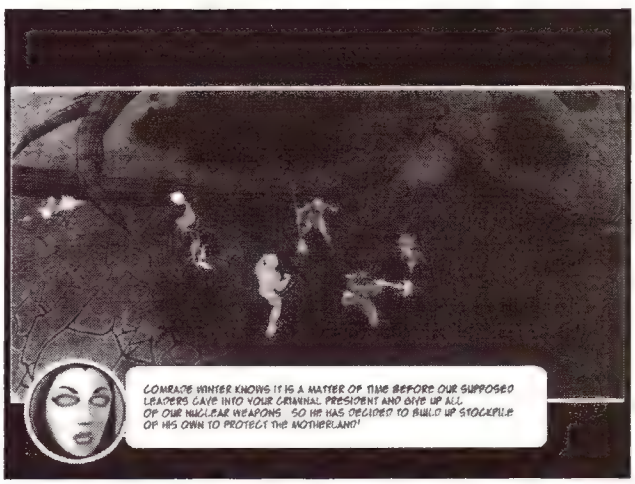


REPEATED USES OF ALTERATION WILL KEEP RED OKTOBER UNDER CONTROL UNTIL YOU CAN CONCENTRATE ON ATTACKING HER.

Now that you know the secret of Red Oktober's power, command Bullet to attack the cauldron using his Whirlwind power. Grab the Power Canister to give him a recharge, and then continue blasting the cauldron until it gives way. Now you can focus on the other minions in the room, while using Alteration to keep Red Oktober contained. The Shurale again makes a good target for Tombstone's Possession power. If one of your teammates starts to take too much damage, there is one more Health Canister at the top of the room.

IGNORE RED OKTOBER'S PROTESTS, AND CONCENTRATE ON TAKING OUT THE CAULDRON USING BULLET'S WHIRLWIND.

Once the other foes in the room are gone, concentrate your fire on Red Oktober. Use ranged attacks in case she takes to the air, and knock her to the ground using Repulsion or Whirlwind. Once Red Oktober has fallen, it's time for the interrogation and the mission wrap-up.


COMRADE WINTER KNOWS IT IS A MATTER OF TIME BEFORE OUR SUPPOSED LEADERS CAVE INTO YOUR CRIMINAL PRESIDENT AND GIVE UP ALL OF OUR NUCLEAR WEAPONS. SO HE HAS DECIDED TO BUILD UP STOCKPILE OF HIS OWN TO PROTECT THE MOTHERLAND!

APPARENTLY, GREAT MYSTIC POWER DOESN'T MAKE SOMEONE LESS NAIVE.

INTERMISSION

Once you've had your informative chat with Red Oktober, you have two missions' worth of Prestige to use for training and recruiting. First, watch the secret origin of another new character, Quetzalcoatl. He joins the list of possible recruits in exchange for Prestige. You also add a hero from the previous game, The Ant, to your roster.

THE NEXT SECRET ORIGIN SHOWS THAT COURAGE CAN COME AT THE MOST UNEXPECTED TIMES, FROM UNEXPECTED PEOPLE.

Mission 6: The Iceman Cometh

Even with the help of Red Oktober, the heroes are having trouble getting into Nuclear Winter's base. The mission is possible with aid from The Ant, but it's up to you to navigate through the various checkpoints and keep everyone intact in the process. Get into the base and stop Nuclear Winter's missiles from launching!

Required-Heroes

Red Oktober

The Ant

Suggested-Heroes

Bullet

El Diablo

Unavailable-Heroes

Minuteman

Primary-Objectives

Destroy the three ice-wall machines. (500 Prestige)

Keep The Ant in play until the ice walls are down. (250 Prestige)

Interrogate the technicians to learn which transmitters to destroy. (250 Prestige)

Destroy transmitters only when they're confirmed targets. (250 Prestige)

Defeat Nuclear Winter. (750 Prestige)

Secondary-Objectives

N/A

Mission-Enemies

Glacial Giant (500 Prestige)

Frost Warrior (40 Prestige)

Ice Trooper (34 possible, 20 Prestige each)

Nuclear Winter (200 Prestige)

Snow Man (4 possible, 60 Prestige each)

Maximum enemy Prestige for the Mission is 999.

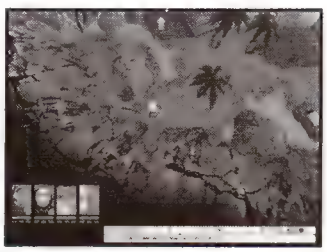
Preparations

This time, two of your heroes are chosen for you already—although this may be stretching the definition of "hero" slightly. The Ant is on the team to tunnel under the ice walls into the complex. Red Oktober is coming along to give your team a hand, in retribution for being used by Nuclear Winter.

Along with these two, multiple characters can be useful to the team. Two of the best are El Diablo (fire meets ice, ice loses) and Bullet (you'll be racing against the clock).

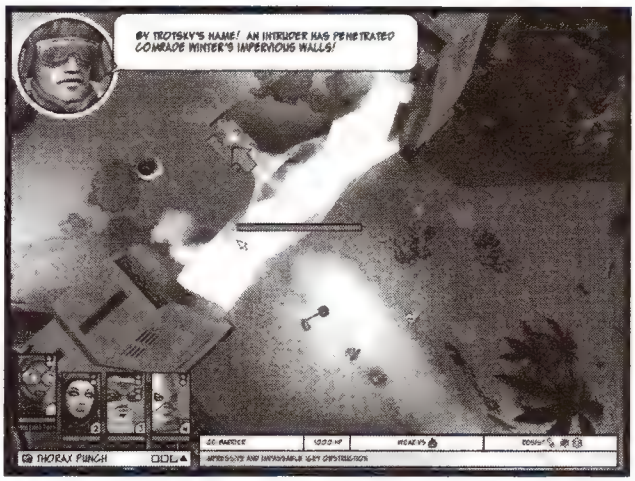
Breaking-In

At the start of the mission, your team stands in the center of a village. A red arrow points in the direction of your objectives—to destroy the ice-wall machines and keep The Ant healthy. Before you move forward, go down to the end of the village opposite the arrow and grab an Experience Canister behind some crates. Just make sure that someone other than Red Oktober claims the prize!



Red Oktober won't be with your team for long, so make sure a different character grabs this canister.

Now move back up the path to the yellow shield beside the first ice wall. This shield gives you a hint about how to get past this barrier. Once your team is all gathered beside the wall, select The Ant, right-click on the ground near the ice-wall machine, and select his Tunnel Travel power. This causes The Ant to burrow under the ground to the location you've selected. Waste no time in using his melee attacks to destroy the machine, allowing the rest of the team to come to his side before the enemy reaches him.



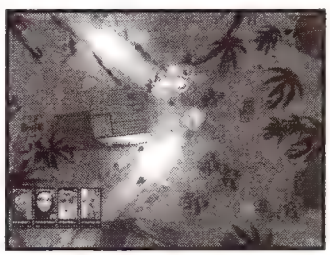
WHEN THE ANT IS ON THE FAR SIDE OF THE ICE WALL, HE HAS TO HANDLE HIMSELF WITHOUT HELP FROM HIS FRIENDS UNTIL THIS MACHINE IS DESTROYED.

Shifting-Alliances

When the first machine falls, two Dark Shamans and two Ice Guards approach from the rear. These two groups are split over who to trust—Red Oktober or Nuclear Winter. In the end, the Dark Shamans decide to join your side.

Quickly move your team back down the path to help the Dark Shamans. It will make your mission easier if you can keep these two helpers in the game. From this point on, they'll follow your team and attack your enemies. They're not under your direct control, but they're still a useful asset.

Once these two Ice Guards fall, turn to confront the rest that came out when the first ice-wall machine fell. During combat, use Bullet's Whirlwind for a quick attack while waiting for the rest of the team to arrive, and use Red Oktober's special status-afflicting attacks much like Alchemiss's Alteration abilities.



COME TO THE AID OF THE DARK SHAMANS SO THAT THEY CAN HELP YOU IN TURN.

One-Down,-Two-to-Go

Now move past the first wall, and watch for a single guard on top of a guard tower. Make sure that El Diablo and Red Oktober are flying, and head in for the attack. With this guard out of the way, grab the Prestige Canister nearby. Now approach the next wall and use the same tunneling technique to get past it, being careful of the Snow Man standing right by the wall. Tunnel to the far side of the machine and immediately attack it, concentrating on the machine even if the Snow Man starts to attack.

MAKE SURE YOU TAKE OUT THIS WATCHMAN BEFORE YOU MOVE ON TO THE NEXT MACHINE.

As soon as the machine is down, move in the rest of the team to assist. Multiple Ice Guards join the battle, so use powers such as Whirlwind, Accursed Bolt, and Witch's Kiss to keep the fight in your favor. Clean up all of the foes, including the guard standing on the next guard tower, and then move on to the third ice wall.

TRY TO GET THE ANT OUT OF HARM'S WAY AS SOON AS THE WALL DISAPPEARS, OR ELSE HE'LL TAKE A LOT OF DAMAGE.

The third ice wall also has two Ice Guards, but if you tunnel just to the opposite side of the machine and don't get too close, The Ant can take out the machine without triggering any attacks. You can even pick up the nearby Health Canister if it's needed. Once the machine is destroyed, however, things get a bit more hectic.

WITH THE LAST BARRIER OUT OF THE WAY, YOUR TASK HAS JUST BEGUN!

When the last wall comes down, Nuclear Winter himself speaks up on Mentor's mind-link. Not content to just sit and wait for the team to attack him, he launches the first nuclear missile! You now have five minutes to find the scientists guarding the missile, beat them up, and determine which of the two transmitters you must destroy to divert the missile harmlessly into the ocean.

THERE WILL BE TWO OVERRIDE TRANSMITTERS ON EACH LAUNCH BAY. IF YOU DESTROY THE RIGHT ONE, IT WILL RESET THE MISSILE TO SAFETY MODE AND SEND IT HARMLESSLY INTO THE OCEAN

AT LEAST MINUTEMAN HAS A HISTORY WITH MISSILE TECHNOLOGY, SO YOUR TEAM KNOWS WHAT TO DO TO STOP THE MISSILE.

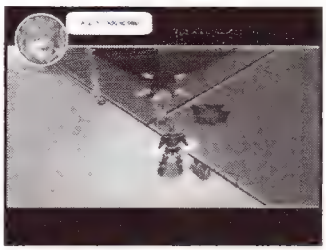
First things first, though. Take out the Ice Guards on the other side of the last ice wall, and do it as quickly as possible. Use energy-consuming moves freely, including El Diablo's Inferno power, before the rest of your team moves into melee range. Once the fight is done, use the Health Canister on whoever needs it. In a race against the clock like this, you won't have much time to come back for it later.

BEAT THE CLOCK

IF YOU CAN'T FIGURE OUT WHAT TO DO, USE THE PAUSE FUNCTION. PAUSING THE GAME STOPS THE COUNTDOWN SO YOU CAN PLAN YOUR NEXT MOVE.

Quickly head toward the scientist marked by the red arrow. Fight off the enemy soldiers who get in your way, including a nearby Ice Guard on a tower. (Inferno is a great power to use on this guard.) Don't take too much time, though. If you have only one or two weak enemies left, remember that the Dark Shamans are on your side. You can move the rest of your team forward while they mop up behind you.

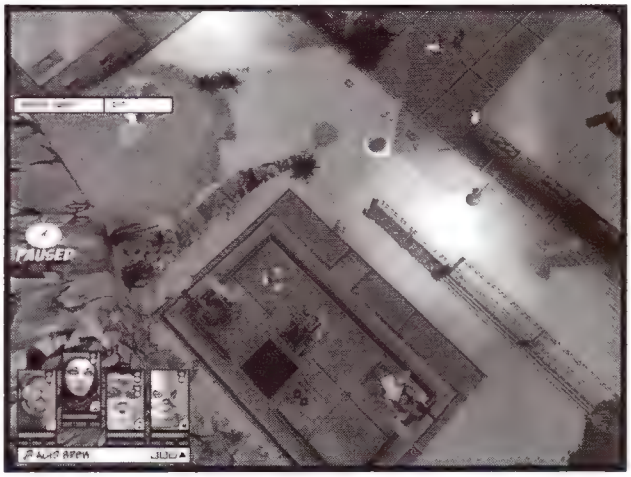
SPLIT UP YOUR TEAM AND LET EACH MEMBER WORK TO THEIR STRENGTHS.



DON'T YOU BELIEVE IT! FREEDOM FORCE IS FAR TOO DETERMINED FOR ONE HESITANT SCIENTIST TO STOP THEM.

Once all the Ice Guards are defeated, interrogate the scientist. You find out that destroying the yellow transmitter will also destroy the missile, saving Moscow from a nuclear disaster. There are Health and Power Canisters here if you need them, but don't waste too much time.

Move toward the next red arrow to find the transmitters next to the missile launch pad. Wipe out the foes in your way, making sure that El Diablo takes on the Snow Man from the air. When the enemies are out of your path, attack the yellow transmitter. If you really get crunched for time, send Bullet straight to your target at a sprint.



IF YOU FORGET WHICH TRANSMITTER TO ATTACK, THE RED ARROW IS YOUR GUIDE.

A-Second-Launch

Once the yellow transmitter has been destroyed, the first missile falls harmlessly to the sea. Things aren't finished just yet, though. Another missile launches for Los Angeles, giving you only four minutes to stop it. Luckily, the next scientist appears with his friends right beside the previous missile, so it takes no time to get there and start wiping the floor with minions. Use large-area attacks before you move in and take down any stragglers. Interrogate the scientist, and then quickly move toward the next red arrow to find the launch pad.

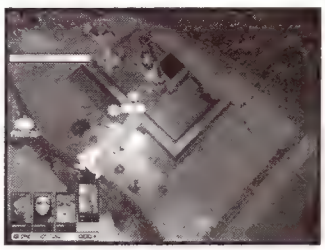
THE NEXT SCIENTIST IS NEARBY.

This time you must fight off the guards and destroy the *green* transmitter. Then you have a scant two minutes to find and destroy the transmitter for the last missile—which Nuclear Winter has launched at Patriot City! There's a Health Canister nearby if you really need it, but every second counts.

GRAB THE CANISTER IF IT'S NEEDED, BUT DON'T LET IT DELAY YOUR MISSION!

Save-Patriot-City!

Now is a good time to use the speedier members of the team—Bullet and your two fliers. Don't worry about sending in one team member against bad odds. You're in a time crunch, so just throw them at the enemy as quickly as they can arrive on the scene. Once you've interrogated the last scientist, wreck the blue transmitter as quickly as possible. If you're too short on time, don't even worry about wiping out the last enemies. Just charge past them and take out the transmitter with strong attacks.



DESTROYING THE LAST TRANSMITTER CAN GET A BIT HECTIC, BUT DON'T STOP TO FIGHT ENEMIES FOR VERY LONG.

With all three missiles down for the count, you must still defeat Nuclear Winter. Grab the nearby Health Canister, quickly clean up any remaining enemies, and then go to confront Nuclear Winter. He's surrounded by a few more of the Dark Shamans who have moved to your side. This gives you an edge, although it doesn't last for long because he moves away from them and they don't follow.

Disarming-Nukes

Nuclear Winter is weak against fire, making El Diablo your strongest fighter in this attack. The enemy uses radiation-based attacks, so be especially careful with Bullet, who will take extra damage from them. Nuclear Winter's cold-based attacks cause extra damage to El Diablo. If they get low on health, remember that a Heroic Revival not only restores their health, but also wipes out such damage.

The first part of the fight is fairly straightforward. Use special powers such as Whirlwind and Accursed Bolt to weaken Nuclear Winter while everyone else pounds on him. He falls fairly quickly, but the battle's not over yet.

NUCLEAR WINTER IS WEAK AGAINST FIRE, BUT HIS COLD ATTACKS CAN BADLY DAMAGE EL DIABLO IN TURN.

When Nuclear Winter's normal form is defeated, he calls upon a trick he's learned from Time Master, with that other villain's involuntary assistance. Winter channels the power of the Ice Age into his body, turning into a Glacier Giant. This formidable foe surrounds himself with damaging winds while continuing to emit radiation. Use ranged attacks to stay outside the reach of these dangerous winds, and spread out your team. That way Nuclear Winter cannot target multiple foes with one attack, and it also keeps your allies from falling under friendly fire.

THIS FRIGHTENING GIANT USES BOTH RADIATION AND COLD ATTACKS. SO BE CAREFUL.

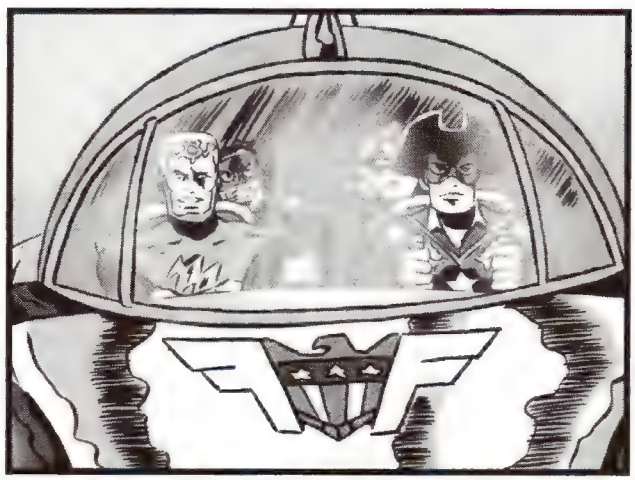
If a team member starts to fall low on health, command them to fall back and retrieve a Health Canister while the rest of the team keeps up the attack. If you've left a Power Canister nearby, El Diablo should perform an Inferno attack while the other heroes stand just outside its range. Then have El Diablo pick up the canister and perform a second Inferno attack. This may destroy the Glacial Giant before he can really start to do damage.

WHEN YOU USE THE STRONG INFERNO ATTACK, MAKE SURE THAT THE REST OF YOUR TEAM MOVES OUT OF THE WAY!

Once Nuclear Winter's more powerful form has been defeated, things look a lot brighter. Both foes can be reclaimed by the CIA, Freedom Force goes on its way, and... all is well? Watch the next cutscene carefully, and you'll find that not everything is as it seems.

INTERMISSION

Freedom Force heads back to their headquarters for some much-deserved rest. Before they can reach the Freedom Fortress, however, things go from peace to wartime for the team.



HOW CAN THINGS GO SO HORRIBLY WRONG?

Once the team finally makes it back to the Freedom Fortress, it's time to recruit. Eve fills another slot on the roster automatically, and Microwave, Supercollider, and The Bard are also available if you've got enough Prestige points. You can bypass The Bard unless you like his more esoteric powers. Supercollider makes a good straight-melee character. Microwave is focused more on ranged radiation attacks, which are strong against certain foes.

Mission 7: A Time of War

Just as your team finishes mopping up one crisis, another has risen in its place. The time stream has been altered. And now you're stuck in a world where the Nazis won World War II! Your team must go back in time and restore things to the way they were.

Required-Heroes

Tombstone

Black Jack (joins during this mission)

Suggested-Heroes

Eve

Quetzalcoatl

Unavailable-Heroes

Bullet

Mentor

Primary-Objectives

Search the courtyard for Black Jack. (250 Prestige)

Subdue and interrogate Black Jack. (250 Prestige)

Take out the Nazi patrol. (500 Prestige)

Foil the Nazi assault. (750 Prestige)

Secondary-Objectives

N/A

Mission-Enemies

Nazi Rifleman
(various numbers possible, 25 Prestige each)

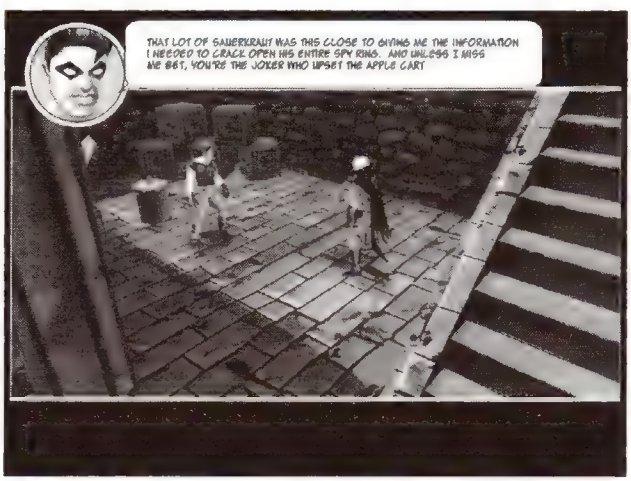
Preparations

Tombstone is required for this time-spanning mission, while Mentor and Bullet are unavailable. This mission and the next aren't especially deadly, so you can earn some experience points for a few characters who have been sitting on the sidelines so far. If you haven't recruited Quetzalcoatl, choose some other character to buff up a bit. Whoever you choose, your team is limited to three characters.

As you're choosing your team, keep in mind that they'll be locked in for the next two missions. Use a ranged attacker like Eve to pick off bad guys from a distance. A flyer is good for getting from one place to another quickly (especially since Bullet is sitting this one out). For the next mission, you'll need someone who can cause stasis or other enemy-freezing attacks, which is another reason why Eve is a good choice. Adding some defense along with your offense is also a good idea.

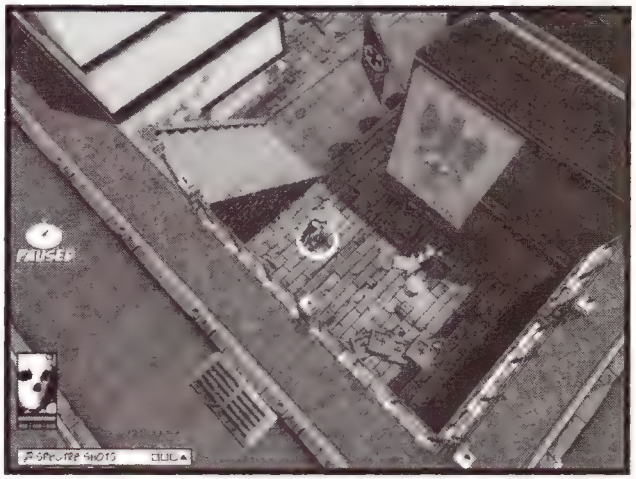
Turning-Back-the-Clock

Once you've selected your team, Tombstone makes his entrance in the past, interrupting the interrogation of a German spy by British agent Black Jack. He's less than thrilled about the disruption, so your first objective is to subdue and interrogate him.


THAT LOT OF SAUERKRAUT WAS THIS CLOSE TO GIVING ME THE INFORMATION I NEEDED TO CRACK OPEN HIS ENTIRE SPY RING. AND UNLESS I MISS ME BET, YOU'RE THE JOKER WHO UPSET THE APPLE CART

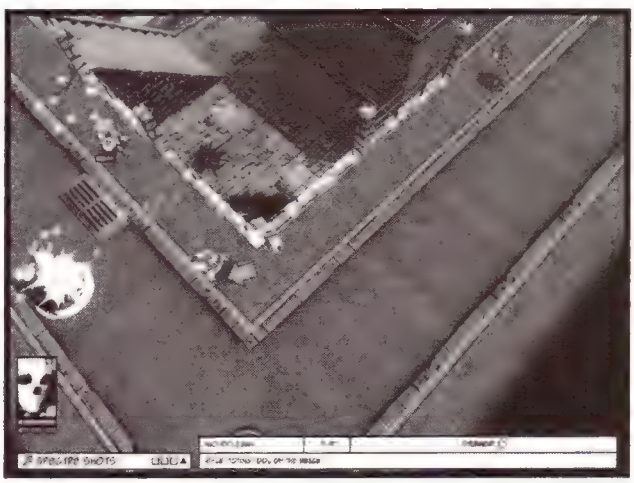
Most people would think twice before attacking an undead guy wielding twin guns...

Don't worry about taking damage from Black Jack. For this fight, his attacks are mostly ineffective. Just nip away at his Health using Spectre Shots. To hurry things along, blow up some of the nearby ammunition crates to cause an explosion that catches Black Jack, but not Tombstone.



TAKE OUT BLACK JACK BY BLOWING UP THE NEARBY CRATES.

After a moment, Nazi Riflemen begin to appear. Since Black Jack's blows are ineffective, feel free to ignore him for the moment and take the fight to the Nazis. Then get back to beating on Black Jack until he's willing to talk.



ONE AGAINST MANY IS USUALLY A BAD POSITION TO BE IN, BUT NOT THIS TIME.

Interrupted-Conversation

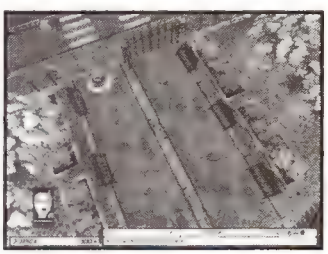
As you interrogate Black Jack, it becomes apparent that there has been a misunderstanding. The British agent thinks that Tombstone is a Nazi, which is why he put up such a fight.

Unfortunately, Mentor realizes that he can only send one hero at a time into the past, and only for a short while. Tombstone vanishes, to be replaced by the next hero in line. During the switch, Black Jack takes the chance to replace himself with a duplicate and escape. Your new objective is to search the courtyard for this elusive character.

BLACK JACK IS EVEN MORE RESOURCEFUL THAN HE SEEMS.

Before you start out, note the Health Canister in a small alcove next to the stairs. You don't need it now, but if things get tough, you can come back for it later. There is also a Power Canister along the same wall.

Climb the stairs in front of your character, and attack the gate at the far end to gain access to the street. From this point on, every few moments your active character will change.

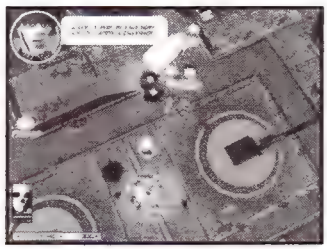


DESTROY THE GATE TO GAIN ACCESS TO THE STREET.

Enemies-on-Patrol

Just ahead and to the right is a Power Canister. Another Power Canister and a Health Canister are straight ahead near the edge of the map. For now, bear left instead. Pass by the Health Canister between two buildings, and home in on a Prestige Canister just beyond it. Now follow the red arrow to the pile of burning books between two statues beside the road. As you approach the books, a Nazi patrol appears.

GRAB A PRESTIGE CANISTER AND MARK THE LOCATION OF THE HEALTH CANISTER BEFORE YOU GO ANY FURTHER IN THIS MISSION.



FIGHT OFF THE PATROL.

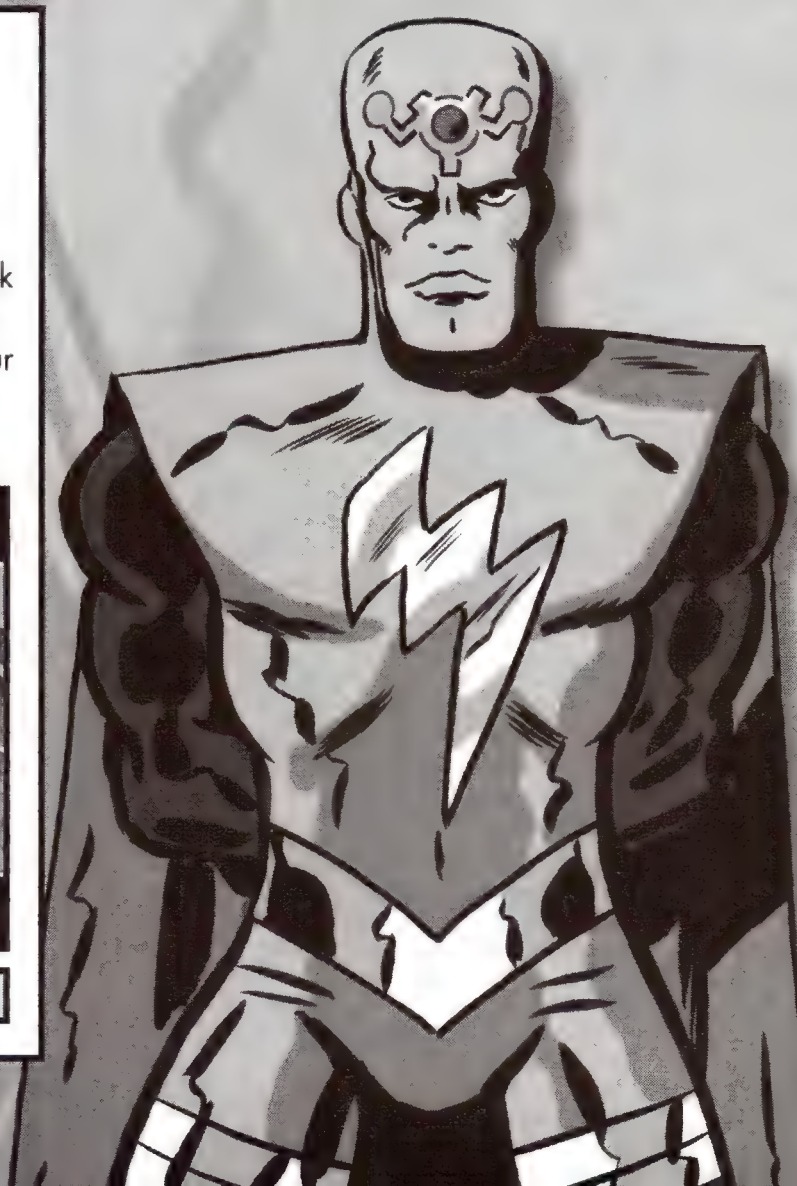
The Nazi patrol doesn't do much damage, so just concentrate on picking them off one by one. When you switch to a character with ranged attacks, target one of the nearby ammo crates to create an explosion.

Together-at-Last

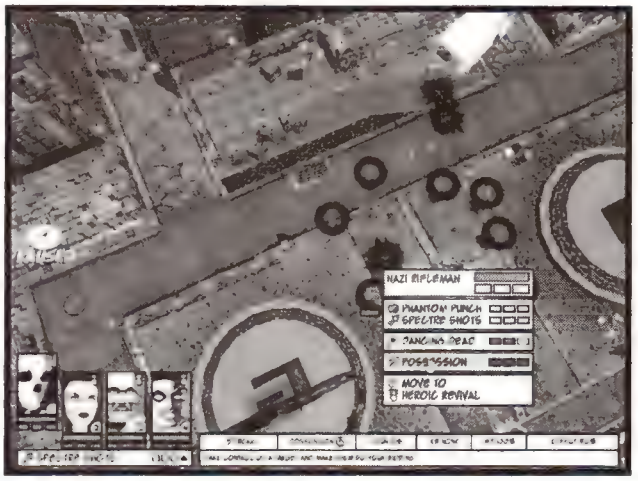
Once the Nazi patrol is down, Mentor stabilizes the time stream and brings your whole team together at once. And just in the nick of time! A larger patrol has now appeared, ready to take on your heroes.

Luckily, you have an ace up your sleeve. Black Jack joins your team, kicking things off with a mass blindness attack on the enemy. With four members on your team, it's time to take down the rest of the Nazi goons.

AS EXPECTED. SURRENDER IS NOT AN OPTION.



Before you start the attack, quickly round up your troops and move them outside of the Nazi ring of fire. Keep your ranged attackers spread out so they have a clear shot. At first, use Black Jack's Fawkes' Flashers or Tombstone's Possession to keep some of the foes at bay. After you've whittled them down a bit, you can concentrate on a straight offense.



WHILE THE ENEMY IS BLINDED, YOU HAVE AN EDGE, EVEN WITH INFERIOR NUMBERS.

When the last Nazi falls, the team finally gets the chance to clear things up. Black Jack fills you in on what's been going on, and can use this to plan your team's next move.

THE GERMANS HAVE BEEN USING STRANGE WEAPONS AND POWERS THAT NOBODY HAS EVER SEEN BEFORE! I'VE BEEN TRYING TO LOCATE AN ITALIAN CHAP THAT GOES BY THE NAME OF FORTISSIMO

BLACK JACK, WHO IS FROM THIS TIME PERIOD, HELPS DETERMINE YOUR NEXT STEP.

INTERMISSION

This time the action moves directly from one mission to the next, with no chance to stop and recover back at the base.

MISSION 8: THE VOICE OF DOOM!

YOUR HEROES HAVE GONE BACK IN TIME TO FIX THE PAST, BUT THEIR TASK HAS ONLY JUST BEGUN! NOW THAT THEY KNOW WHAT THE VILLAINS ARE UP TO, THEY MUST STOP THE NAZIS FROM BURNING PRECIOUS ARTIFACTS, NO MATTER THE COST.

REQUIRED-HEROES

Tombstone

Black Jack

SUGGESTED-HEROES

Eve

Quetzalcoatl

(Team remains unchanged from Mission 7)

UNAVAILABLE-HEROES

Bullet

Mentor

PRIMARY-OBJECTIVES

Keep Tombstone around long enough to interrogate the Nazis. (250 Prestige)

Prevent the Gutenberg Bible from being destroyed. (500 Prestige)

Prevent the Summa Theologica from being destroyed. (500 Prestige)

Prevent Shakespeare's first folio from being destroyed. (500 Prestige)

Prevent Fortissimo from burning the invasion plans. (750 Prestige)

SECONDARY-OBJECTIVES

N/A

MISSION-ENEMIES

Fortissimo (300 Prestige)

Legionnaire (5 possible, 40 Prestige each)

Nazi Rifleman (17 possible, 25 Prestige each)

Tank (175 Prestige)

Maximum enemy Prestige for the mission is 999.

PREPARATIONS

This mission is a direct continuation of the last one, with no chance to change your heroes around. They do renew their Health and Energy bars, though, and regain any spent Heroic Revivals.

SAVING-THE-DISTANT-PAST

Follow the red arrow leading toward the Cathedral. On the steps leading up, stop to face two Legionnaires. These Roman soldiers are a bit more dangerous than most close combatants you've fought so far. This is a good time to use Possession so that you face only one foe at a time. Use ranged attacks as much as possible to avoid taking damage in melee.

After you strike these foes down, continue toward the destination marked by the red arrow.

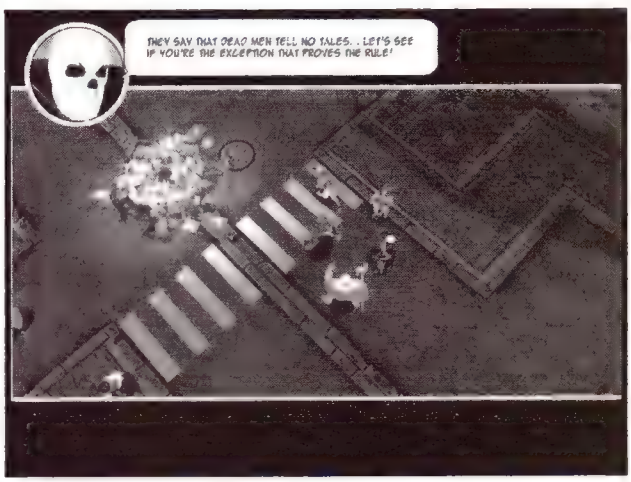
THIS GRAND CATHEDRAL MARKS THE ORIGIN OF YOUR NEXT TARGET. BUT BE PREPARED FOR HIM TO MOVE.

As you move to the next street, you run across a Nazi patrol. One of them is carrying the precious Gutenberg Bible. After Tombstone warns you of his presence, concentrate your attacks on the soldier with the red arrow pointing at him. Take him down before he can reach the pile of burning books. Eve's Binding Vines attack is a great way to keep him from the fire. If that fails, use Possession to make him walk away from it. If he reaches the fire and throws the book in, your mission is a failure and you must restart.

MAKE SURE THE NAZI DOESN'T GET ANYWHERE NEAR THE FIRE!

Intimidation-from-the-Grave

After you knock out the book-burning Nazi, take out the other nearby foes. Then interrogate the book-burner. After a bit of intimidation from Tombstone, you find out that the next target is the Summa Theologica, which is currently in the park. Follow the red arrow to the next location.



EVEN A NAZI CAN TELL THAT TOMBSTONE KNOWS HIS SUBJECT MATTER...

It's a burning pile of books, with Nazi troops surrounding your team. Fortissimo begins to taunt the team, but doesn't attack yet. Take out the minions, and keep an eye (and ear!) out for Tombstone's warning. When he warns you to stop the next book-burner before he reaches the fire, look for the red arrow that marks the enemy's location.

Use stasis attacks and concentrate your team's assaults on this foe to keep him from reaching the fire. Once the field is clear, interrogate him.

HIS VOICE IS FOUL, BUT STRONG . HE IS CLEARLY ABLE TO PROJECT IT OVER MILES . HOW I SHALL DELIGHT IN HIS SHRIEKS WHEN I BRING HIM HIS JUST PUNISHMENT!

LOCATE THE NEXT PILE OF BOOKS BEFORE TAKING THE FIGHT TO THE BOOK-BURNER.

Panzer-Peril

Before you can find out what you need to know, a Panzer tank appears. The Panzer's gun hits hard, and your characters also take hefty damage if the tank runs into them. Pause the action often to give each character commands, scattering them over the field and keeping them away from the tank's treads. Note the tank's vulnerabilities and resistances before attacking it. In this case, it's vulnerable to Tombstone's Spectre Shots while Black Jack should use Off The Cuff since the tank resists his bullets.

Use your team's heftiest ranged attacks, including Fawkes' Flashers and Limey Lures. Command Quetzalcoatl to attack the tank from behind as it chases the other characters. If necessary, use the Health Canister nearby.

KEEP BACK FROM THE TANK TO AVOID BEING STRUCK BY ITS DAMAGING TREADS.

HERR-SCHMIDT'S-FLIGHT

After the tank is defeated, talk to the prisoner once again. Without the interruptions, you make him talk. Now it's time to find Herr Schmidt and keep him from destroying Shakespeare's first folio. Follow the arrow to the other side of the map, and fight off the Nazi Riflemen guarding Herr Schmidt. Then talk to the man himself. An ambush springs up, and Schmidt tries to escape with the book. You must chase him down and prevent him from burning the book, at the same time dealing with the enemies who have you surrounded.

AS ALWAYS, TOMBSTONE HAS A DIFFERENT PERSPECTIVE ON THINGS.

This is where Eve's Binding Vines come in handy. Command her to bind the fleeing Schmidt and move beyond the ambush to pelt him with arrows, while the rest of the team handles the other foes. Quetzalcoatl should fly up to deal with the enemies on the rooftop, while the other two take on the ground-based foes. Just keep a close eye on Schmidt, so he doesn't break free of his stasis without Eve there to reapply it. Keep the other heroes (especially Tombstone) close to him, so they can pile on if need be.

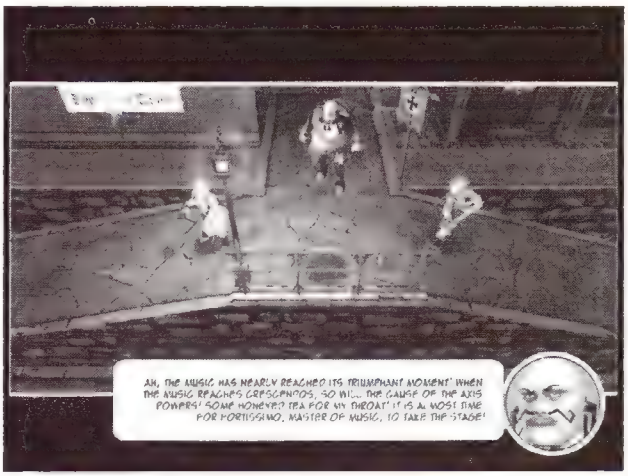
HERR SCHMIDT IS YOUR MOST IMPORTANT TARGET. BUT THIS MANY AMBUSHERS CAN'T JUST BE IGNORED.

KEEP FORTISSIMO FROM DESTROYING THE SECRET INVASION PLANS!

After you take care of the ambush and knock Schmidt down to a sliver of health, interrogate him to rescue this third important book. Now you find out that Fortissimo is about to get in on the book-burning, destroying some secret invasion plans. At this point, the Energy X-enhanced villain makes his appearance, marking your next objective.

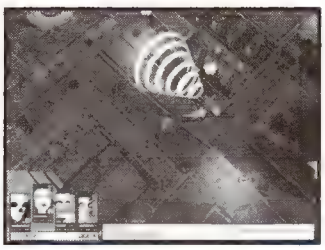
The Grande Finale

Fortissimo is a much more dangerous foe than the Nazi soldiers. He flies immediately toward the fire in the park where you saved the Summa Theologica. Put Quetzalcoatl into the air to intercept the Italian singer. Once your team gets within range, use Binding Vines and any other delaying attack that you can. If Possession succeeds, you can then move the temporarily controlled Fortissimo away from the fire, buying you more time.


AH, THE MUSIC HAS NEARLY REACHED ITS TRIUMPHANT MOMENT! WHEN THE MUSIC REACHES CRESCENDO, SO WILL THE CAUSE OF THE AXIS POWERS! SOME HONEYED TEA FOR MY THROAT! IT IS ALMOST TIME FOR FORTISSIMO, MASTER OF MUSIC, TO TAKE THE STAGE!

LUCKILY, FORTISSIMO STARTS OFF FAIRLY DISTANT FROM THE BURNING BOOKS, BUT HE MOVES DECEPTIVELY FAST. INTERCEPT HIM!

During this fight, keep your team scattered. Fortissimo has an attack that affects a large cone-shaped area, and if your team is bunched together, he can strike multiple teammates at once. Keep pelting him with normal attacks between delaying tactics. If you can make him land and counterattack, this will delay him, and you can hit him with melee attacks. You must click on him each time he lands to force any melee characters back into the fray.

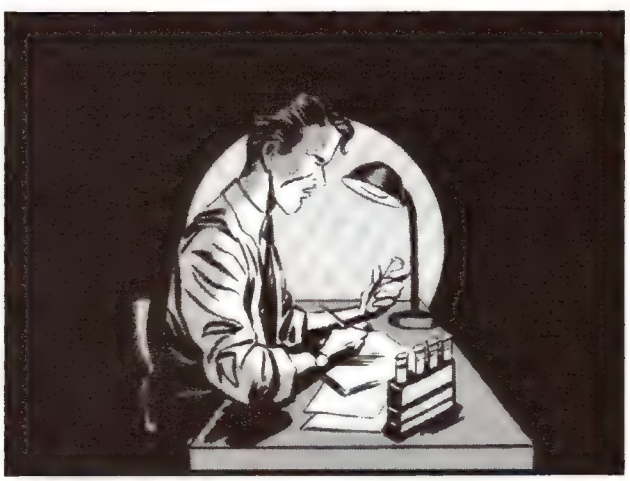


KEEP YOUR TEAM AWAY FROM THIS WIDE CONE OF SOUND.

Once you knock Fortissimo down for good, the plans are yours. Now you can regroup at your base and prepare for the next mission.

Intermission

Now that you've gotten to know Black Jack on the battlefield, it's time to find out his Secret Origin. You also have a chance to recruit even more heroes. Law and Order show up on the roster, and recruiting one recruits the other as well. (Combine them with Quetzalcoatl to make use of their special healing techniques, as mentioned in their character profiles.) Iron Ox also shows up as a character you can recruit.



EVEN GREAT HEROES MIGHT TAKE A TURN BEHIND THE SCENES, FOR THE GREATER GOOD.

Mission 9: Red Sun Rising

With the Nazi invasion plans in your grasp, your heroes have a chance to prevent the invasion. They must locate Blitzkrieg's base of operations and nip things in the bud. Send a team back to start this search!

Required-Heroes

Black Jack

Tricolour

Suggested-Heroes

El Diablo

Unavailable-Heroes

Bullet

Mentor

Primary-Objectives

Defeat and interrogate the Red Sun. (250 Prestige)

Destroy the two time-blocking devices. (750 Prestige)

Secondary-Objectives

Destroy the three ammo trucks. (500 Prestige)

Mission-Enemies

Fire Elemental (4 possible, 15 Prestige each)

Nazi Rifleman (14 possible, 25 Prestige each)

Red Sun (3 total, 125 Prestige each)

Tank (175 Prestige)

Preparations

This mission is limited to three team members, and two of them are chosen for you—Black Jack and a new name, Tricolour. Choose one more member for this escapade into the past. El Diablo has strong ranged attacks, flight, and a resistance to fire that will come in handy. On the downside, one of the worst enemies this time is resistant to fire, possibly making other enemies appealing alternates if you want to focus more on your offense.

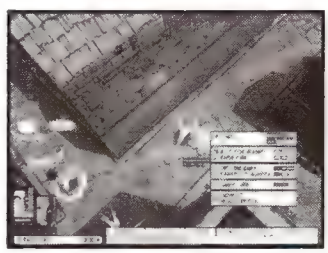
If you decide on a different team member, replicate these abilities as much as possible. Remember, Bullet and Mentor are both unavailable this time around.

Alone-Against-the-Sun

You have only two team members in the field, and only one can take any action. The new character, Tricolour, has been knocked out by a sneak attack, leaving Black Jack alone to face the foe known as... Red Sun.

Not only are the Nazi soldiers dangerous to the American way of life. But they're rude to boot!

Use Rapid Fire as your default attack, keeping Black Jack out of the range of a Fire Elemental that is summoned by Red Sun. These foes sometimes self-destruct, causing damage to any heroes around them. Use Fawkes' Flashers to blind the enemy, and keep up the barrage of Rapid Fire with an Off the Cuff attack to exploit Red Sun's weakness. Just around the corner of the nearby building is a Power Canister for a quick recharge.



Keep up the steady barrage of gunfire while you prepare the stronger Off the Cuff attack.

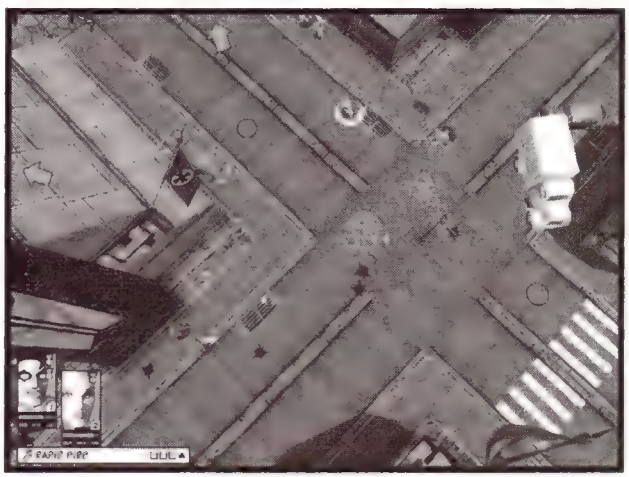
Blocked-Transfers

When Red Sun has been defeated, interrogate him in the usual fashion. Before Black Jack can find out anything important, Red Sun blows himself up, putting an end to the discussion. Tricolour is woken by the explosion and comes to investigate, joining the active team. Now is the time for Mentor to make his mental "appearance," sending help back for the pair.

Unfortunately, Mentor's time manipulation is being blocked somehow. The talented duo must find and destroy the two time-blocking devices before anyone can move from the present to the past.

Apparently even Nazi Germany had its share of rubbernecks.

Move Black Jack and Tricolour ahead to the intersection, and quickly take out all the enemies around it. If reinforcements come before you're prepared, use a Limey Lure to buy yourself some time. Don't forget to use blinding attacks for a bit of an edge.



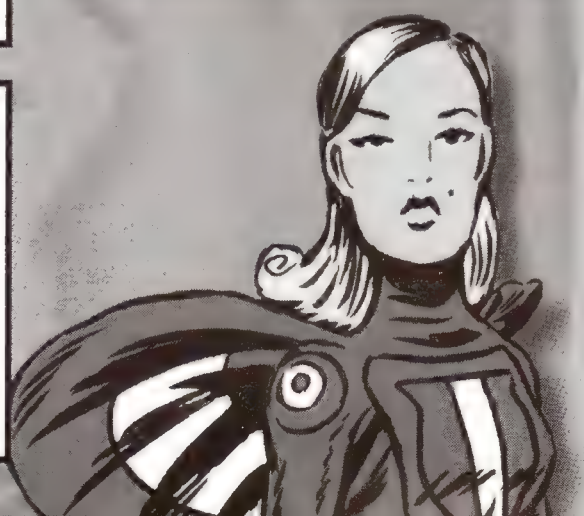
Clear the intersection of foes before moving on to the next locale.

The best way is to move Tricolour out of the way and have Black Jack use ranged attacks on the trucks. The resulting explosion will damage anyone standing too close.

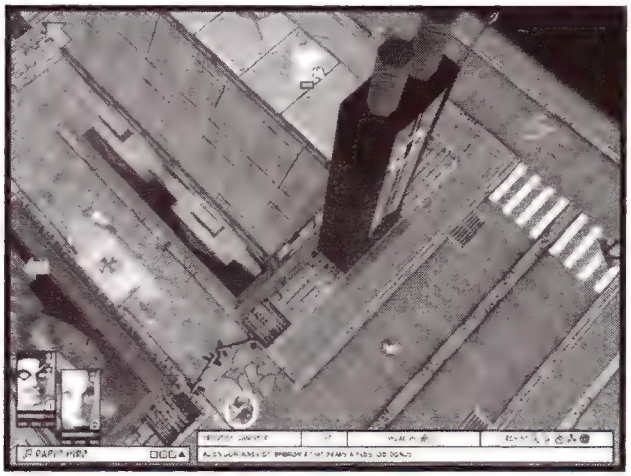
Use Black Jack's ranged attacks to take out the ammo trucks, keeping everyone out of the blast radius.

Depleted-Ammo

Once the main intersection is clear, send your characters to the left and enter a small alley blocked by a guard post. Take out the two guards, if they haven't already been drawn to the commotion, and then approach the ammo truck inside the alley. This gives you a new secondary objective—taking out the three ammo trucks scattered around the city.



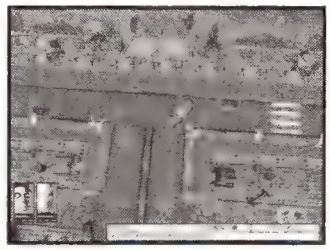
Once the first truck is gone, repeat the process for the remaining two. There's one to the right of your starting location, and one to the right of the main intersection. On the rooftop next to this last truck is a Prestige Canister, but you must wait until El Diablo (or another flying or jumping character) arrives from the future to claim it. .



THIS PRESTIGE CANISTER NEAR ONE OF THE AMMO TRUCKS LOOKS TEMPTING, BUT YOU NEED A FLYING OR JUMPING CHARACTER TO REACH IT.

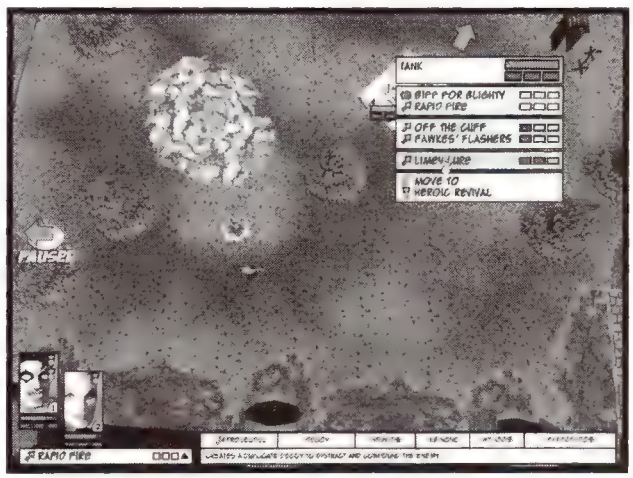
Once the trucks are gone, move along the row of guard posts and take out more of the opposition. In one of the center guard posts is an almost-hidden Health Canister. Destroy the guard post to claim it.

Then move toward the red arrows marking the time-blocking devices. Frankly, there is no good choice as to which one to take out first—just the lesser of two evils. The tower on the right is guarded by two Nazi Riflemen and a tank, while the left one is guarded by some of the strange Red Sun villains you've already faced. With just your current two characters, the right tower is your best bet.



UNCOVER THE HEALTH CANISTER UNDER ONE OF THE GUARD POSTS IF YOU NEED A HEALTH RECHARGE, OR FOR FUTURE USE.

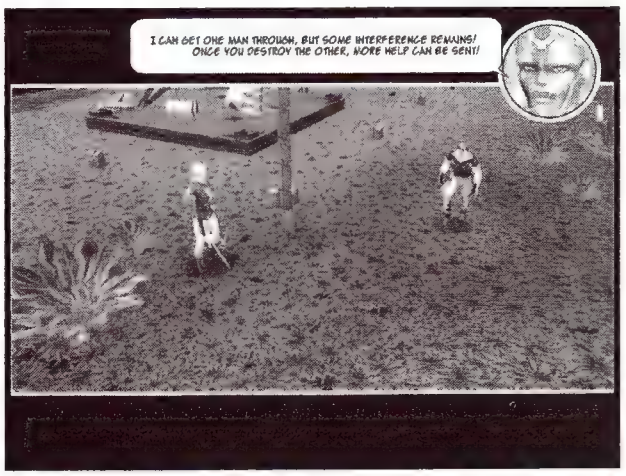
Because of the tank, you don't want to just rush in head-on. Take the center stairway down into the lower section, and advance only far enough to catch the tank's attention. Now you want to keep its attention using Limey Lure, and keep it blinded with either Fawkes' Flashers or Blinding Blade. Do your best to avoid triggering the two human guards to join in the fray. Tricolour's melee attacks can put her right beside the tank if you're not careful, so direct her manually most of the time. She should dodge out of harm's way whenever it looks like the tank is moving in her direction, and then come back in to attack from the side. Use stronger attacks such as Dancing Whirlwind and Off the Cuff whenever possible, leaving enough energy to reapply blindness attacks as necessary. You may need to use a Heroic Revival if you make a misstep, but with caution, you should make it through the fight relatively unscathed.



HANG BACK AND DRAW OUT THE TANK TO AVOID FIGHTING IT ALONGSIDE TWO NAZI SOLDIERS.

Once the tank is out of commission, turn your attention to the two guards. Dispatch them, and then attack the time-blocking device. Once it's down, Mentor can send El Diablo (or whichever character you've chosen) into the past.

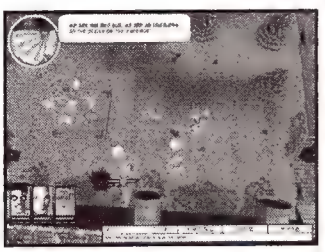
Before you move to the second time-blocking device, fly up to retrieve the Prestige Canister from the roof. Then regroup at the base of the center set of stairs, activate El Diablo's Fire It Up attack to defend him from bullets, and head toward the second device. Make sure that El Diablo picks up the Power Canister under a tree along the way.



THREE TEAM MEMBERS ARE BETTER THAN TWO.

Strength-in-(Fewer)-Numbers

As mentioned, the second tower is guarded by two Nazi Riflemen and two Red Sun villains. The Red Sun summon Fire Elementals, which then explode in a self-sacrificing area attack. Keep Black Jack and Tricolour back, sending the fire-resistant El Diablo in as a lure to cause the Fire Elementals to explode.



USE EL DIABLO TO DEFUSE THE FIRE ELEMENTALS' ATTACK, AND THEN MOVE IN.

Once the Fire Elementals are out of the way, move in for the kill. Use Blindness attacks on as many enemies as possible. Concentrate on one Red Sun before damaging the other, because the death of one recharges the other's Health anyhow. Also remember that Black Jack's Off the Cuff attack is especially dangerous against the Red Sun, so use it as often as possible. If you're using El Diablo, send him against the more usual Nazi foes first, since the Red Sun will resist his attacks.

You have a hard fight to get through, and you may need to use more Heroic Revivals, especially if you take status ailments such as Enraged while characters are low on health. This fight can be won, though, so stick with it until the end.

Once the enemies are down, destroy the second time-blocking device to allow Mentor to send another teammate through. It's a teammate who no one was really expecting...

WHO, INDEED?

Intermission

With the team complete, it's time to wrap up this mission and prepare for the next. You don't get a chance to visit the base and train before your next mission, so save your game, review your accomplishments, and head into the next fray.

Mission 10: Red Sunset

Your troops are gathered after completing the previous mission, but you're only partway through your task. Now you must destroy the Crypto Center, dealing the Nazis a blow from which they won't recover.

Required-Heroes

Black Jack

Bullet

Tricolour

Suggested-Heroes

El Diablo

Unavailable-Heroes

Mentor

Primary-Objectives

Destroy the Crypto Center. (1000 Prestige)

Destroy the tanks. (750 Prestige)

Secondary-Objectives

Capture the German tank. (500 Prestige)

Mission-Enemies

Fire Elemental (5 possible, 15 Prestige each)

Nazi Grenadier (3 possible, 30 Prestige each)

Nazi Rifleman (number varies, 25 Prestige each)

Red Sun (3 possible, 125 Prestige each)

Tank (2 possible, 175 Prestige each)

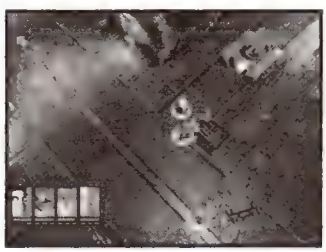
Straight-to-the-Action

This mission has only one objective—destroy the Crypto Center. Head toward the red arrow, and split your forces to take down the two guards on either side of the road. Focus your strongest attacks on the Grenadier to the right, because he has deadly wide-area attacks.

As you approach their position, a hero also spots an unoccupied tank off to the side, giving you a secondary objective—capture it.

A spare tank lying around? This is too good to resist!

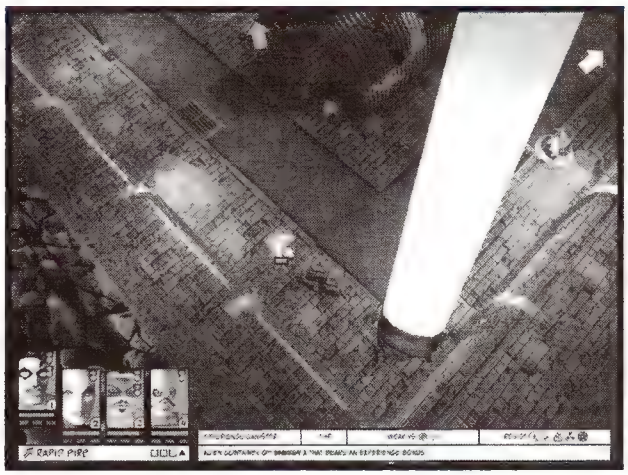
Once the two guards are down, see to the secondary objective. Select Tricolour, who normally has a bit of a handicap against long-range foes because of her preference for melee attacks, and click on the abandoned tank. She climbs in, giving your side a powerful weapon against the opposition. Now it's time to split up your team.



The tank is a useful weapon, but keep the rest of your team well back.

Heavy-Machinery

First, send the tank straight ahead to gain the attention of the large group of fighters in the center of the compound. This heavy piece of machinery can take all of the nasty attacks that these foes have to offer, leaving less opposition for the rest of your squad. Now round up the other three members and turn left, moving along one of the camouflage-painted buildings to retrieve the Experience Canister in the corner of the compound. Just don't hang around that corner for long, because it also contains some high explosives. Instead, confront the enemies along this left-hand wall.



DON'T MISS THE EXPERIENCE CANISTER JUST BEFORE YOU RUN INTO THE ENEMY ON THIS SIDE.

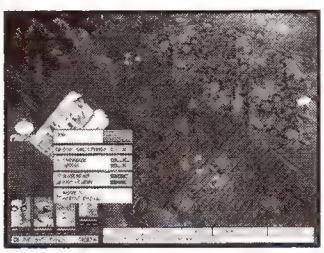
Now you need to split your attention between the two fights. Most of your attention should be on the three teammates fighting the Nazi and then the Red Sun along the left-hand wall, but from time to time you also want to lob a wide-range Tank Cannon shot at groups of enemies in the center. Just be very careful once one group finishes off its enemies and rejoins the other. The tank can be as dangerous to your allies as it is to your enemies, so make sure the team stays clear.

THE TANK IS USEFUL FOR FIRING AT A GROUP OF ENEMIES, TAKING THEM OUT WITHOUT YOUR OTHER CHARACTERS' HELP.

Wrecking-Crew

Once the field has been cleared of enemies, send your entire group up the center of the compound. Then attack the bunker in the center of the compound, being careful not to trap your own team under the rubble as it collapses. Keep attacking as each section falls to ruin. Before long the entire thing collapses, taking care of your first primary objective.

KEEP MOVING YOUR TARGET FARTHER UP AS THE LOWER SECTIONS OF THE BUNKER FALL.

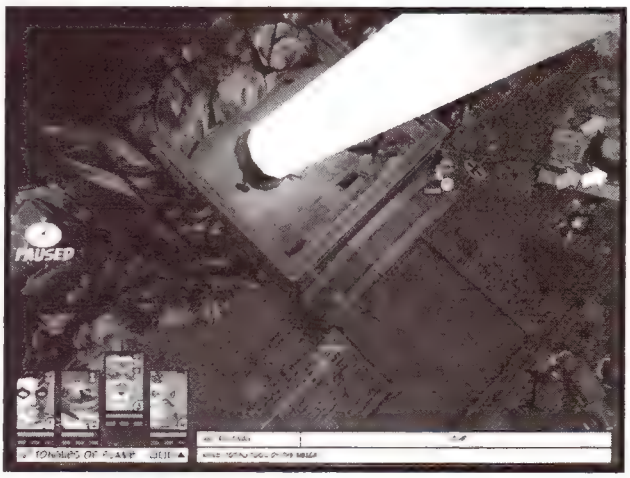


HAVE YOUR PEDESTRIAN CHARACTERS PICK UP CANISTERS TO REFRESH THEMSELVES BEFORE THE NEXT BATTLE.

Just as the bunker collapses, Nazi reinforcements arrive. Two more tanks head toward your team. Use any of the scattered Health or Power Canisters that you need, and then prepare for their assault.

Twin-Tank-Trouble

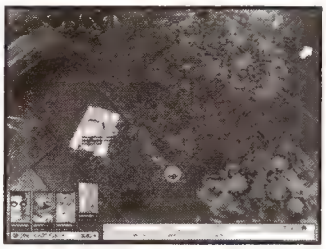
Send your own tank against one of the enemy tanks, keeping your allies free of its friendly fire in the process. Put El Diablo into the air, and have him pick off the Nazi Rifleman sniping at your team from the top of one of the tunnels. Then turn his attention to the second sniper on the other side. If you take out both Nazi Riflemen before the tank fights are finished, bring El Diablo back to assist Bullet and Black Jack before joining the other fray.



USE EL DIABLO TO PICK OFF THE TWO SNIPERS ON TOP OF THE TUNNELS.

Black Jack and Bullet should handle the second tank. Alternate Limey Lure, Fawkes' Flashers, and Off the Cuff with Black Jack's normal ranged attacks, and use Bullet's Whirlwind as often as possible to exploit the tank's weakness. Be aware of the nearby cars. If they take enough damage they can explode, injuring nearby teammates. They can also block your ranged attacks if you position your characters wrong. Of course, you can use a car explosion to your advantage if you lure the tank to the right spot, but keep your own team out of the blast radius.

After the tank has been dispatched, go to assist Tricolour's vehicle if needed. Just make sure to watch out for damage from both large machines.



BE AWARE OF THE CARS ON THE BATTLEFIELD.

Now it's time for your team to head back to the present. Unfortunately, things never go smoothly for Freedom Force. Before your next step in stopping the Nazi invasion, you must stage an invasion of your own—to save a friend!

Intermission

Thankfully, you get to return to base and recharge. On the way back, watch the origin of Tricolour. Just who this mysterious Gallic swordswoman, and what drives her to fight against the Nazi invasion?

Back at base, glancing at the roster shows that you now have Tricolour as a permanent recruit, as well as the famous Sky King who Bullet wanted to meet in person. You also have the chance to recruit Man O' War and Sea Urchin with any Prestige you have to spare. Both of these characters have useful abilities in a fight, but neither is really required for future missions.

SECRET ORIGINS CAN TAKE UNEXPECTED TURNS!

Mission 11: To Rescue a Hero!

Bullet's been captured by the Nazis! Your team from the past must infiltrate the Nazi base and rescue him before it's too late.

Required-Heroes

Black Jack

Sky King

Tricolour

Suggested-Heroes

N/A

Unavailable-Heroes

Bullet

Primary-Objectives

Find Bullet's cell. (250 Prestige)

Find the controls to open Bullet's cell door. (250 Prestige)

Use the controls to open Bullet's cell. (250 Prestige)

Free Bullet. (250 Prestige)

Smash the towers. (250 Prestige)

Secondary-Objectives

Take out all the Nazis. (500 Prestige)

Mission-Enemies

Kill-A-Rilla Whip (7 possible, 50 Prestige each)

Nazi Grenadier (6 possible, 30 Prestige each)

Nazi Gunner (10 possible, 30 Prestige each)

Preparations

For the mission to rescue Bullet, you have no choice about the team members. Black Jack and Tricolour are joined by Sky King. Luckily, this team is fairly well-balanced and can handle the job.

With-a-Little-Help-from-a-Friend

The team starts out in the first room of the Nazi compound, with the primary objective of finding Bullet's Cell. Your secondary objective is to take out all the Nazis, so leave no stone unturned, even if a doorway doesn't lead directly to Bullet. Note that the caged monsters known as Kill-A-Rillas don't count as Nazis, so you can bypass them without hurting your secondary objective. Of course, you'll miss out on their enemy Prestige, but this sacrifice may be worth it to keep your heroes on their feet.

IT'S ALWAYS GOOD TO WORK WITH PEOPLE WITHOUT EGOS...

Enter the first doorway to find a number of cages, each one holding a strange gorilla/human hybrid. As the team looks on in surprise, one of the creatures breaks free and moves to intercept the group. These Kill-A-Rillas hit hard and from a slight distance.

Luckily the odds are in your favor, so your three heroes can drop it before it does much harm. Start off with a blinding attack, soften up the beast with longer-distance ranged attacks, and then close in for melee.

When the fight ends, Black Jack warns that the gorilla hybrids seem to break free and attack only if your characters wander too close. So be very careful in directing your team's movements within this complex if you don't want to fight more of these altered beasts.

THESE NEW HYBRID FOES ARE FAIRLY SINGLE-MINDED—AND IT'S NOT TO YOUR TEAM'S BENEFIT.

Fight or Flight?

IT CAN BE TOUGH TO DECIDE WHETHER TO TAKE ON AN EXTRA FOE OR LEAVE IT BEHIND. PASSING UP THE FIGHT MEANS MISSING OUT ON PRECIOUS PRESTIGE, BUT TAKING ON THE FOES MAY WEAR DOWN YOUR PARTY AND KEEP THEM FROM MEETING THEIR OBJECTIVES. ALWAYS REMEMBER THAT WITH STATIONARY FOES SUCH AS THE CAGED KILL-A-RILLAS, YOU CAN COME BACK JUST BEFORE YOU FINISH YOUR PRIMARY OBJECTIVES AND FIGHT THEM FOR THEIR PRESTIGE POINTS. FOR NOW, IT'S A GOOD IDEA TO BYPASS THE FIGHT IF YOU CAN. BEFORE ENDING THE MISSION, YOU CAN DECIDE WHETHER IT'S WORTH IT TO COME BACK AND FIGHT THEM.

Stealth-Mode

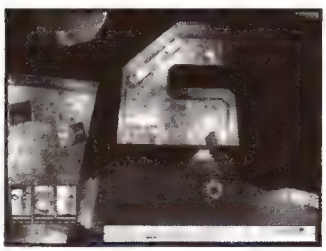
You can get fairly close to the caged Kill-A-Rillas, as long as you're not directly in front of them. Change camera angles to navigate around them, if necessary. Then direct each character to the door in front of the staircase, hugging the wall to keep away from the Kill-A-Rillas. There's a Power Canister in one corner of the room, but just pass it by.

HUG THE WALL AND SLIP BEHIND THE CAGES TO PREVENT A FIGHT THAT YOU'RE NOT READY FOR.

Find the Switches

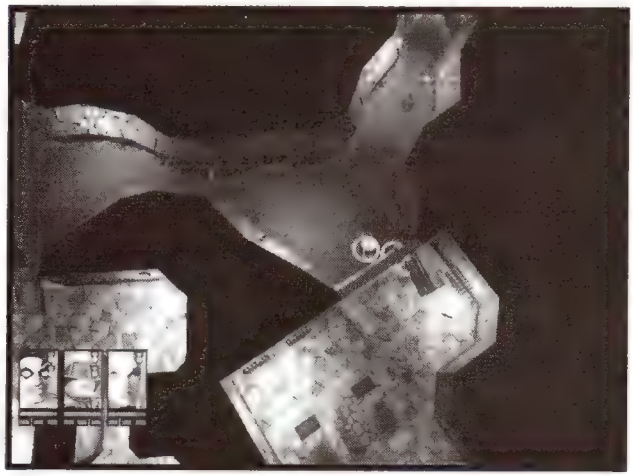
AFTER FINDING BULLET'S CELL LOCATION AND ATTEMPTING TO FREE HIM, YOU MUST FIND TWO SWITCHES. THESE SWITCHES WILL BE IN RANDOM ROOMS IN THE "NORTH" AND "SOUTH" PARTS OF THE COMPLEX, ALTHOUGH NEVER IN THE LARGER ROOM HOLDING THE FIRST KILL-A-RILLAS YOU FIGHT. YOU CAN FIND AND FLIP THE FIRST OF THESE SWITCHES NOW, BEFORE THE NOTIFICATION, OR YOU CAN HOLD OFF UNTIL YOU FIGHT OFF THE ENEMIES THAT YOU KNOW YOU HAVE TO FIGHT, THEN SEARCH FOR THE SWITCH LATER.

As your group heads down the hallway, make sure you adjust the camera angles to spot each door. The first doorway to the right holds one caged Kill-A-Rilla. The next two doors, on alternating sides of the hall, hold one and two caged foes respectively, plus one Health Canister each.



THE FIRST FEW ROOMS HOLD MOSTLY THE CAGED FOES, WHICH YOU CAN COME BACK AND FIGHT LATER.

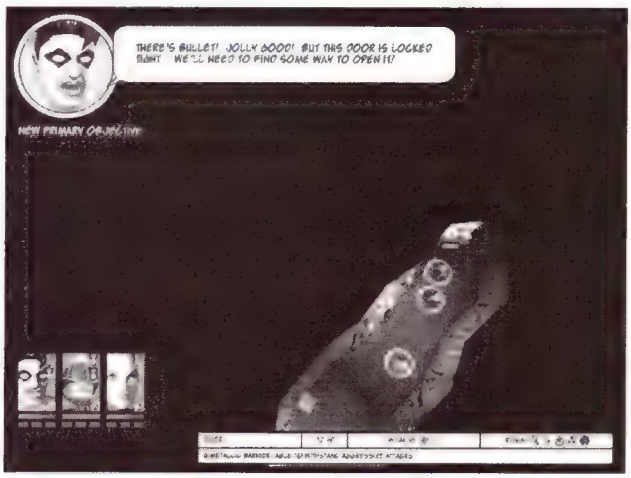
Past these three small doors is a larger set of doors, behind which are the first Nazi Grenadier and Gunner. You need to take these creeps down. Neither one is very strong compared to your party, especially with the element of surprise. Take out the Grenadier first, making sure your party members don't get into each other's lines of fire. Also watch the halls for occasional Nazi Patrols that wander by. Take them down before they can snipe at you from afar.



DON'T PAUSE IN THE DOORWAY WHEN ENTERING THE ROOM WITH THE NAZI SOLDIERS. JUMP 'EM!

Picking-Locks

Continue down the tunnel-like hallway. When the path forks, go straight, taking down the Nazi Grenadier along the way. Check the door at the end. It leads to Bullet, but you must find the controls to unlock the cell door. The next few rooms each has a chance of holding the first of the switches (or second if you searched the "south" rooms already).Continue down the second fork of the hall and open the next door (to the team's left). Fight off two more Nazis and grab the Prestige Canister.



FINDING BULLET DOESN'T DO MUCH GOOD IF YOU CAN'T GET INTO HIS CELL.

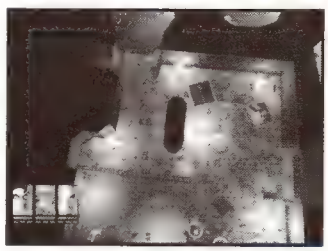
Behind the next door is yet another Nazi. Take him down, then proceed down the hall. The next room holds another of the Nazis and a Health Canister.

Behind the next large set of doors off the hall are no less than three guards, so use a Limey Lure to distract them before you take them down. Continue down the hall and open the next large set of doors. This the room where you fought your first Kill-A-Rilla.

ONE OF THE HEROES POINTS OUT THE SWITCH AS YOU ENTER THE ROOM.

Back-to-the-Beginning

If you passed up a few of the rooms previously and didn't find the next backup switch, you must return and start searching the Kill-A-Rilla rooms. If you still want to avoid a fight with the two caged beasts, take the long route back along the now-empty hallway. Otherwise, it's tough to hug the walls in this room to avoid triggering the Kill-A-Rillas. If you're willing to risk it (or you just want to fight them), go for it. But otherwise, hug the railing around the stairwell as you edge your way around the room to your original starting point.



DON'T CUT TOO CLOSE IN FRONT OF THE CAGES IF YOU'RE TRYING TO AVOID A FIGHT.

Back in the original hallway, choose a room and enter the door. You quickly spot the backup cell lock if it's located in that room. Have a single character hug the wall and take the long way around, moving behind the Kill-A-Rilla's back to avoid triggering it. Climb the stairs, flip the switch, and take the same route back.

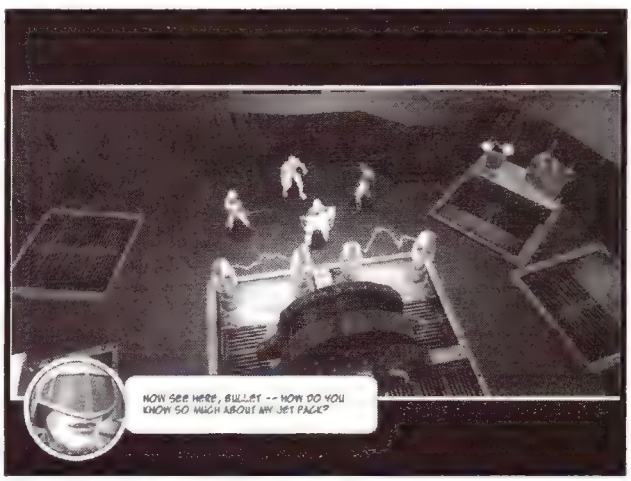
HUG THE WALL TO AVOID UPSETTING THE CAGED KILL-A-RILLA. UNLESS OF COURSE YOU WELCOME THE COMBAT.

SKY-KING-TO-THE-RESCUE!

THE TWO MACHINES ON EACH SIDE OF THE ROOM ARE YOUR TARGETS. BUT FIRST YOU MUST FIGHT OFF THE ENEMY.

Make your way to Bullet's cell door. This time it opens easily. Inside you find Bullet trapped in a machine that's sucking him dry of energy. You must destroy two parts of the machine to free Bullet, but there are also four Nazis in the room. Lead with a Limey Lure and attack the closest of the foes, using Fawkes' Flashers and Blinding Blade to give your team a bit of breathing room. Once the enemies are all down, go back and fight any remaining Kill-A-Rillas for Prestige. If you don't have enough Health to do that, attack the two machines marked by red arrows to free Bullet.

With the Nazi machinery in rubble, Bullet is free. And even better, he gets to meet his idol, Sky King! With the team back together, it's time to take the fight to the Nazis and strike a blow for freedom.



BULLET IDOLIZES SKY KING.

INTERMISSION

You don't get the chance to return to base, recruit, train, or prepare. Instead, your team goes directly to the next mission, with only a debrief screen and a few short cutscenes in-between.

Mission 12: When Strikes the Kill-A-Rilla!

Bullet is free. But now your team is knee-deep in Nazis. Lead your intrepid heroes back out into the open, striking a crippling blow to the Nazis in the process.

Required-Heroes

Black Jack

Bullet

Sky King

Tricolour

Suggested-Heroes

N/A

Unavailable-Heroes

N/A

Primary-Objectives

Escape from the reeducation building. (750 Prestige)

Bullet must survive! (250 Prestige)

Find 2 Nazi officers and make them give you their keys. (500 Prestige)

Secondary-Objectives

Smash all of Blitzkrieg's computers. (500 Prestige)

Find information about the Kill-A-Rillas. (250 Prestige)

Free the friendly Kill-A-Rilla. (250 Prestige)

Mission-Enemies

Kill-A-Rilla Gun (3 possible, 75 Prestige each)

Kill-A-Rilla Whip (2 possible, 50 Prestige each)

Nazi General (2 possible, 50 Prestige each)

Nazi Grenadier (5 possible, 30 Prestige each)

Nazi Gunner (6 possible, 30 Prestige each)

Nazi Rifleman (6 possible, 25 Prestige each)

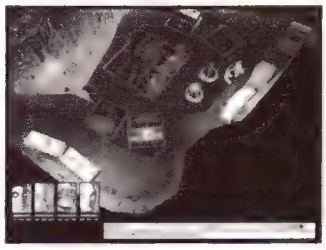
Deep-in-Enemy-Territory

Your team must find a way out of the reeducation building, making sure that Bullet stays alive in the process. Your secondary objectives are to find out information about the Kill-A-Rillas that may help you escape, smash the complex's computers as you go, and free the friendly Kill-A-Rilla.

Immediately after the mission's opening cutscene, a Nazi Grenadier and Nazi Gunner burst in and attack. Pause the action, and blind the enemy from afar before moving in to take down both enemies at once. Unfortunately, taking down the second soldier triggers a security alert. To escape this building, your team needs to find two separate Nazi officers and take their keys.

You don't even have time to digest your new objectives before the enemy starts its assault.

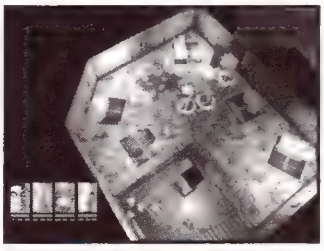
There are also two computers in this first room, so destroy them as soon as the main fight is over. Then move your team through the room's only exit and down the hall. To keep Sky King from lagging behind, command him to use his newfound powers of flight.



TAKE OUT THE BOXY GREEN COMPUTERS BEFORE YOU MOVE ON.

HUNTING-THE-KEY-MASTERS

Enter the first doorway to the team's right, and you might face down a Nazi General. This soldier gives an attack bonus to anyone around him so it's lucky that this time he's alone at the top of the room. Do your best to keep him from striking your allies while you take him down using the usual blinding and ranged attacks. Once you've taken down his health interrogate him as usual, and he hands over the first of the two keys.



THE EAGLE-SHAPED EFFECT MARKS THE NAZI GENERAL'S ATTACK-UP POWER.

RANDOM OFFICER LOCATIONS

IF YOU DIDN'T FIND THE NAZI GENERAL IN THE FIRST ROOM, DON'T FRET—MUCH LIKE THE PREVIOUS MISSION'S SWITCHES, THE OFFICERS THIS TIME AROUND ARE IN RANDOM LOCATIONS. THE FIRST ONE IS FOUND BEFORE THE ROOM WHERE YOU FACE THE NEWER VERSIONS OF THE KILL-A-RILLAS, WHILE THE SECOND IS FOUND AFTER THAT POINT. WHEREVER YOU MAY FIND THEM, THE STRATEGIES TO TAKE THEM DOWN ARE THE SAME.

This room also holds a computer for you to destroy, and a caged Kill-A-Rilla to fight for the Prestige points. Luckily there's a Health Canister beside the cage, in case the beast knocks down someone's Health too far.

FEARSOME-FRIEND

Move on to the next room on the same side of the hall. When you open the door, you find an oddity—one of the Kill-A-Rillas has retained some of its humanity. Enter the room and attack the cage to free this hapless man-beast. Now it's an NPC, like the Dark Shamans in previous missions. It will follow your characters around and help them in combat.

Move out into the hallway briefly to attack the two Nazis. This satisfies the new secondary objective that appeared on your list as you entered the room. Before moving on, step into the room once more and destroy the computer.

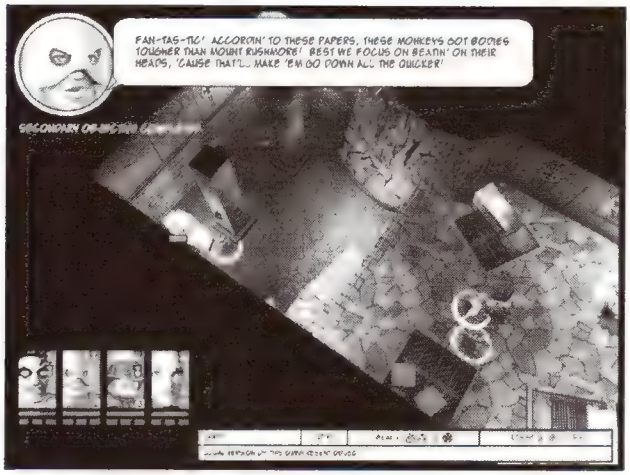
IT'S OBVIOUS FROM THE START THAT THIS KILL-A-RILLA ISN'T LIKE THE OTHERS.

The next doorway is one of the larger double doors. It opens into a room holding two Nazis and an Experience Canister. These two foes are fairly weak. Command the character who most needs it to grab the Experience Canister. Then move down the hall to take out another guard.

GRAB THIS EXPERIENCE CANISTER BEFORE YOU CONTINUE WITH YOUR OBJECTIVES.

Useful-Information

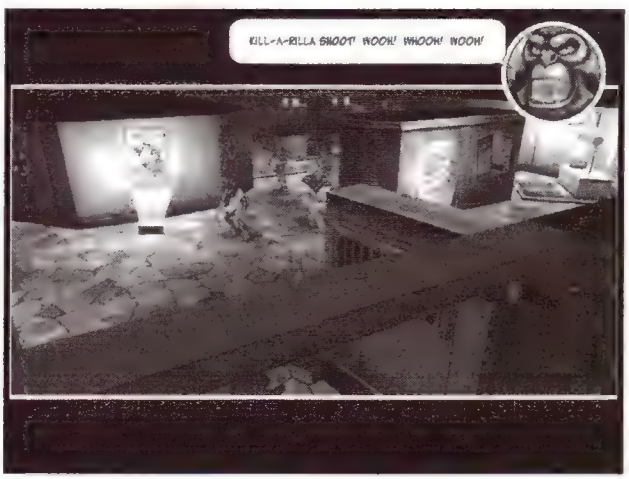
Now open the door on the opposite side of the hall. Take out the Nazi Grenadier for the small amount of Prestige, and move to the back of the room. A red flashing exclamation mark indicates a pile of dossiers with information about the Kill-A-Rillas, meeting another of your secondary objectives. Once you take these papers, any Kill-A-Rillas you meet for the rest of the mission start off at only a portion of their Health, as the information makes it easier to K.O. them. Grab the Energy Canister behind one of the nearby pillars if you need it. Then move back up to the front of the room and destroy the computer. Keep in mind that completing this objective will make all enemy KARs in this mission easier to defeat.


FAN-TAS-TIC! ACCORDIN' TO THESE PAPERS, THESE MONKEYS GOT BOOBIES TOUGHER THAN MOUNT RUSHMORE! BEST WE FOCUS ON BEATIN' ON THEIR HEADS, 'CAUSE THAT'LL MAKE 'EM GO DOWN ALL THE QUICKER!

GRAB THE DOSSIERS IN THE BACK CORNER OF THE ROOM TO MEET ANOTHER OF YOUR SECONDARY OBJECTIVES.

Deadly-Crossfire

Open the double doors at the end of the hallway. A group of Nazis burst out through the opposite doorway, along with a pair of Kill-A-Rillas wielding heavy guns. Use a Limey Lure and as many blindness attacks as you can. Bullet's Whirlwind will knock one of the Kill-A-Rillas off its feet. If the combat drags on, move your team into the room and spread them out as much as you can. This will keep them from being picked off by area attacks all at once.



DEADLY APES WITH GUNS. THIS CANNOT BE GOOD.

Once this tough combat is over, move to the right wall to destroy three more computers. If you change the camera angle slightly, you can also find a Health Canister nearby. Use it as needed, and then move to the opposite side of the room and go through the next doorway.

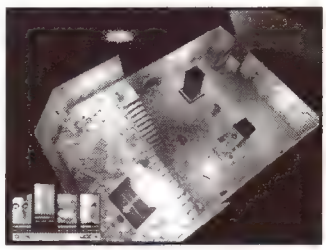
From this point on, you must start keeping an eye out for the second of the Nazi Generals, as well. The next room holds another caged Kill-A-Rilla Gun. Take it down before it has a chance to react, and then destroy the computer and grab the Power Canister beside it.

DON'T MISS THE HEALTH CANISTER IN THE CORNER OF THE ROOM. IT'S HARD TO SPOT.

Almost-Home...

Farther down the hall, take out another patrolling guard. Then open the door on the left. If the second Officer is in this room alongside an ally, then sprint past the Kill-A-Rilla in the cage for now. Command Bullet to use his Whirlwind attack to throw the General off, while the other teammates attack the second Nazi. Then throw the whole team against the General, and take him down before he recovers. At this point your Kill-A-Rilla ally may decide to attack the caged Kill-A-Rilla, so be ready to help him.

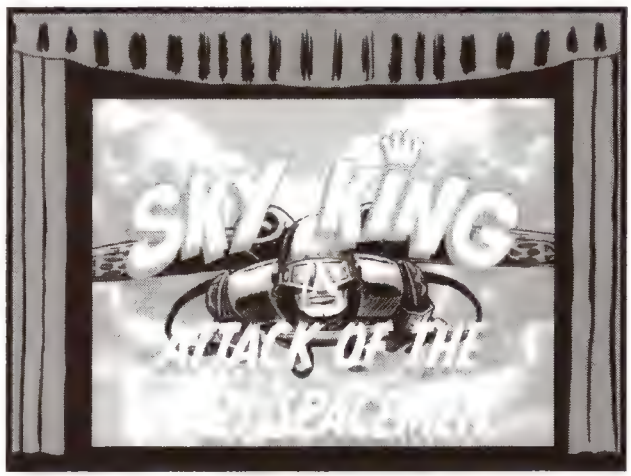
Interrogate the Nazi General for his key, destroy the computer in the far corner of the room (this should be the last one you need to complete your secondary objective), and use the nearby Health Canister if needed.



TAKE OUT THE NAZI GENERAL BEFORE YOUR SIMIAN ALLY OPENS THE OTHER KILL-A-RILLA'S CAGE.

Intermission

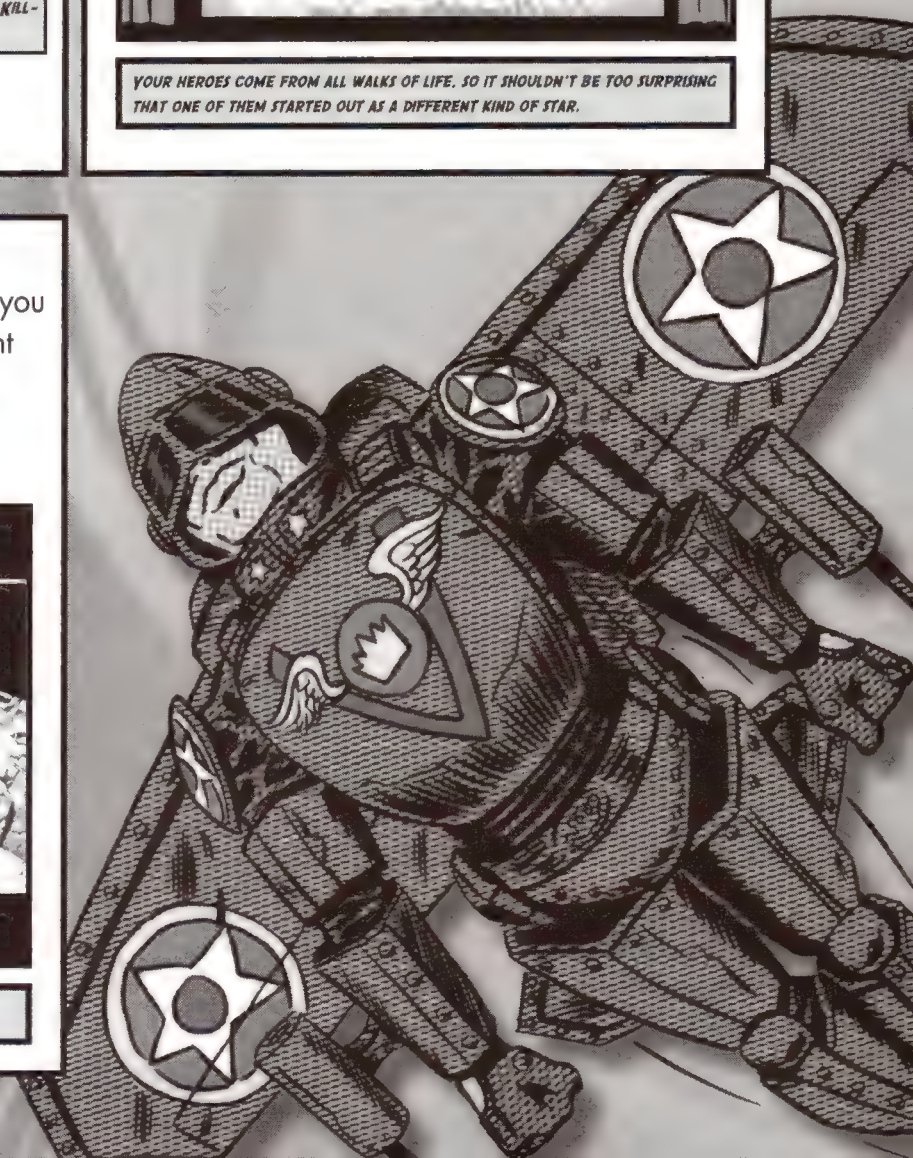
Take a breather and enjoy the silver-screen origin of Sky King, Bullet's boyhood hero. Then you're back at base for the first time in two missions. Now you can recruit Blackbird if you have the Prestige. She's another flyer with some ranged attacks, so if you haven't recruited Man O' War, she could be a good choice. Make sure you train your heroes well before the next mission.



YOUR HEROES COME FROM ALL WALKS OF LIFE, SO IT SHOULDN'T BE TOO SURPRISING THAT ONE OF THEM STARTED OUT AS A DIFFERENT KIND OF STAR.

Inside the last room is a lone Nazi Grenadier (possiibly alongside the second Officer). After you beat him up, open the large double doors, fight off two Nazi Gunners and a Nazi Grenadier, and open the last pair of double doors. Send Bullet near the open doors to end the mission.

YOU MUST SEND BULLET TO THE EXIT TO TRIGGER THE NEXT CUTSCENE.



Mission 13: Sky King's Starring Moment!

Now that you've freed Bullet and you know where Blitzkrieg is hiding out, your team must take the fight to the enemy's doorstep. Unfortunately, their headquarters is protected by an impervious force field. You must use time manipulation and send your team into the past to sabotage the force field generator. Sky King needs to adjust his flying suit so he can control the detonator, while the rest of the team protects him.

Required-Heroes

Black Jack

El Diablo

Sky King

Tricolour

Suggested-Heroes

N/A

Unavailable-Heroes

N/A

Primary-Objectives

Protect Sky King while he adjusts his suit. (1000 Prestige)

Secondary-Objectives

N/A

Mission-Enemies

Kill-A-Rilla Whip
(various numbers possible, 50 Prestige each)

Nazi Rifleman
(various numbers possible, 25 Prestige each)

Tank (175 Prestige)

Hero Choices

The heroes listed in the mission header are not the heroes that you choose before leaving base. Your team for this mission is chosen automatically.

Preparations

You have no choice in your team's makeup this time around. Choose your team for Mission 14 (see the next chapter for suggestions), and then enter the fray with your current team.

Taking-to-the-Heights

This mission has just one objective—protect Sky King! To start things off, you should move him to a place that's harder for the enemy to reach. Order him to fly, and have him land on the roof of a nearby building. Some wall-climbing enemies such as Kill-A-Rillas can still reach him, and of course determined foes can topple the building given enough time. But at least he won't get hit by any stray attacks that get through your ring of protectors.

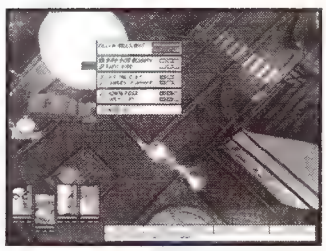
Everyone has their own idea of a "warm welcome"...

Now open Sky King's command menu and select the Adjust Suit command. While this command is active, Sky King will slowly work his way through various stages of adjustments, automatically moving from one to the next. If he is struck or otherwise interrupted (such as by you giving him a new command), this stops his adjustments and you must order him to start over. To prevent such interruptions, you must instruct each hero manually, or use a selection box to command only the three on the ground, rather than pressing the 5 key to select your entire party and order it around.

PUT SKY KING ON TOP OF A BUILDING BEFORE HE STARTS TO ADJUST HIS SUIT. SO HE'S LESS LIKELY TO BE INTERRUPTED.

Incoming!

With Sky King's adjustments underway, turn your attention to the combat on the ground. The first wave of enemies soon reaches your heroes, including one of the nasty Kill-A-Rilla Whips. Order El Diablo to fly, and use Fire It Up to protect him from the various Nazis' guns. Black Jack should use Limey Lure to distract this first wave. When you get the chance, use blinding attacks on the Kill-A-Rilla. If you've purchased Black Jack's Lion's Roar, use that panic-causing attack on the apelike foe, taking it out of the fight for a bit.



IF THERE ARE TOO MANY FOES TO FACE AT ONCE, LION'S ROAR IS GOOD FOR GETTING THE KILL-A-RILLA OUT OF YOUR FUR... ER, HAIR.

From this point on, you should concentrate on matching each oncoming foe with at least one of your heroes. You need to keep them from getting to Sky King's building and wreaking havoc. The first wave is pretty brutal, and the next wave arrives soon after that, so make use Heroic Revivals and strong attack powers whenever possible.

EVENTUALLY YOUR FOES WILL LITTER THE GROUND AROUND YOU.

Heavy Traffic

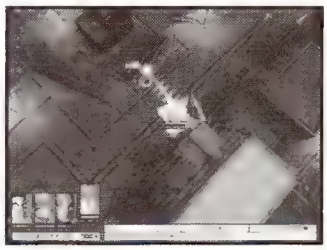
MOST OF YOUR ATTENTION SHOULD BE ON THE BAD GUYS, BUT ALSO KEEP AN EYE ON THE FLOW OF TRAFFIC. THE CARS ARE OFTEN AT A STANDSTILL DURING COMBAT, BUT THEY'LL MOVE IF THEY HAVE A CLEAR PATH. YOUR CHARACTERS CAN TAKE SOME DAMAGE FROM ONCOMING TRAFFIC, EVEN WHEN NO BAD GUYS ARE IN SIGHT!

Catching-Your-Breath

If your team starts getting worn down, there is a Health Canister in the small courtyard just down the steps, and there's a Power Canister on the other side of the fountain. On either side of the map are a second Power Canister and Health Canister. Have one of your heroes slip off for a quick recharge if they really need it.

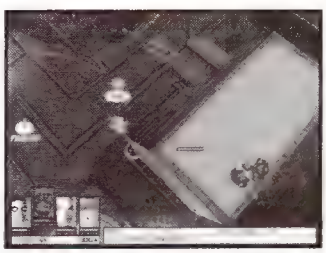
USE THE RESTORATIVE CANISTERS IN CASE OF AN EMERGENCY.

Make sure that El Diablo is still flying, and send him to intercept the tank as soon as you hear it. After he attacks it a few times to gain its attention, command him to lure it away from the rest of the team while they fight off the other foes. Switch between the two groups as needed, clicking on El Diablo just long enough to move him a bit farther away or to throw an occasional Inferno at the tank. If you can destroy this menace before the mission ends, it's 175 Prestige points.



MOVE FAST WHEN YOU HEAR THE TANK.

After the first brutal wave, the enemies tend to show up in smaller numbers for a while. When you finish a fight, gather your three guardian heroes together in one spot and watch all sides carefully for approaching foes. If you can get the jump on them and soften them up from afar, you'll be a lot closer to winning. Listen for the cries of enemies as they approach, or the verbal warnings of your heroes.



WHILE THE WAVES OF FOES GET WEAKER AFTER THE FIRST WAVE, DON'T LET YOUR GUARD DOWN. SOME OF YOUR FOES CAN CLIMB BUILDINGS AND BOTHER SKY KING.

At this point, it's just a matter of stamina. The mission ends when Sky King reaches the halfway point in his suit adjustments. Just then, the Nazis unleash a new foe in preparation for the next assault. But you'll have to wait for the next mission to see it!

THE HALFWAY POINT IN SKY KING'S PREPARATIONS MARKS THE END OF THIS MISSION.

Another-Surge-in-the-Tide

Listen closely for the telltale signs of large machinery. After a few waves, the Nazis decide to throw a tank into the mix. This is too much for your team to concentrate on at once, and you certainly can't ignore it because its shells can topple Sky King's perch.

Intermission

There is no real intermission, so you won't get a chance to spend your Prestige or Character points for a while. Instead, the action moves between teams over the next few missions, so hang in there until you get the chance for a breather.

Mission 14: Achtung! Der Alchemiss!

While Sky King's team is in the past, preparing his flying suit to give the detonation commands, Alchemiss and her own squad must infiltrate Blitzkrieg's compound, planting the explosives to destroy the force field generator at just the right moment.

Required-Heroes

Alchemiss

Suggested-Heroes

Eve

Green Genie

Supercollider

Unavailable-Heroes

Black Jack

Bullet

El Diablo

Sky King

Tricolour

Primary-Objectives

Get inside Blitzkrieg's walled compound. (1000 Prestige)

Alchemiss must survive. (750 Prestige)

Destroy all remaining enemies. (1000 Prestige)

Secondary-Objectives

N/A

Mission-Enemies

Minor Eye of the Reich (2 possible, 60 Prestige each)

Nazi General (2 possible, 50 Prestige each)

Nazi Gunner (11 possible, 30 Prestige each)

Tank (175 Prestige)

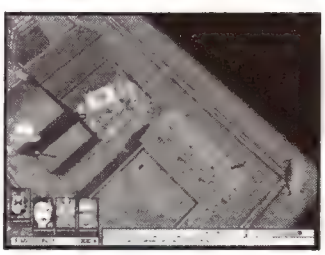
Preparations

Technically, you made your preparations for this mission at the very start of the previous mission, "Sky King's Starring Moment." This should be a team that can distract or slow down enemies, plus at least one fairly heavy hitter. Eve and Green Genie work well with Alchemiss to keep the enemy from fleeing or attacking en masse, while a hero such as Supercollider is good muscle.

Off-the-Target

Due to a bit of bad aim by Alchemiss, your team starts off a couple blocks from the walled compound. You must fight your way into the compound, and keep Alchemiss healthy in the process.

First things first. Command your flying characters to take to the air, and use any shields against projectiles that your team has. Then fight off the two approaching Nazis, using the nearby Power Canister if needed. Then head in the opposite direction from the Power Canister to pick up a Prestige Canister behind a vehicle near the edge of the map.

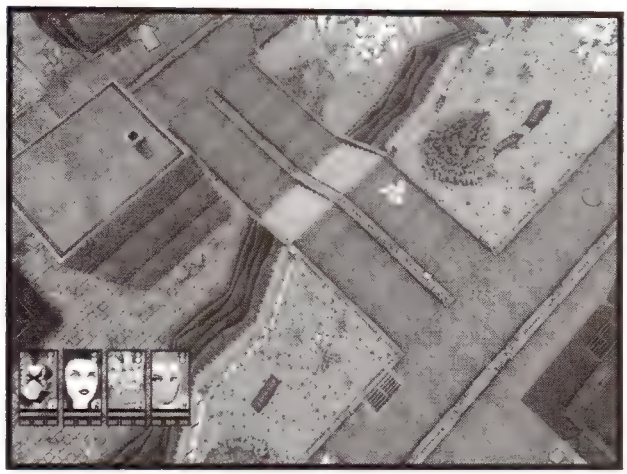


Don't miss the Prestige Canister behind this truck.

The-Eyes-Have-It

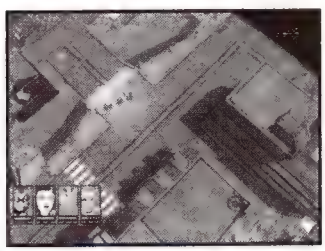
Now make your way to one of the two sets of stairs leading down. One of the stairways holds a Health Canister, if you've taken a bit more damage than expected. Fight off any patrols that you meet along the way.

Go down the stairs and face off against the Minor Eye of the Reich. This floating enemy is immune to normal melee attacks unless you knock it to the ground, so use ranged attacks. Green Genie's Static Zap is especially effective, because this foe is weak against electricity. Since these foes are fairly strong, use Alteration to weaken them up a bit.



THIS HEALTH CANISTER MAY COME IN HANDY.

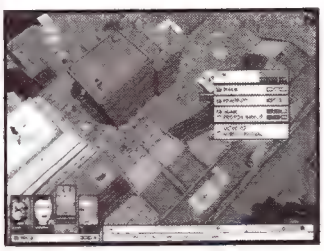
Next, make your way to the left side of the map, taking out a second patrol and Minor Eye. Then go to the right side of the map to face a larger patrol group led by a Nazi General. Use Alchemiss's Aloft power before the enemy gets within melee range, and make full use of Green Genie's transformative powers. Using Polymorph to transform one of the foes into an ally can give you an edge in this fight. Take out the enemies before they have much of a chance to attack, because the Generals give their underlings an attack bonus.



THE NAZI GENERAL GIVES HIS TROOPS AN ATTACK BONUS, WHICH SPELLS TROUBLE FOR YOUR TEAM.

Tanks-Again

There are Canisters on each side of the map, but don't take too long to gather them. As soon as you head to the next lower section, a tank appears. As before, spread out your team. Use powers that exploit the tank's weakness, such as Static Zap and Arcane Bolt (or better yet, Arcane Blast if you've purchased it).



FIGHTING THE TANK WITH RANGED ATTACKS KEEPS YOUR CHARACTERS SAFE FROM TREAD DAMAGE, BUT WATCH OUT FOR THE CANNON!

After you bust the tank, your path should be clear to the compound's entrance. There's one more Health Canister right in front of the large doors. Use the canister on anyone who needs extra health, and then click on the entrance.

Masquerade

As your team prepares to enter, Alchemiss realizes that there's a flaw in the plan. Walking boldly through the front gate will alert everyone to the team's mission! This job requires stealth. You must find new enemies on the map and knock them out. Then Alchemiss can probe their memories and craft a mental illusion that will fool the gate guards.

Two Nazi soldiers appear right beside the team. Knock them out and use their memories for your own purposes. When Alchemiss gives the all-clear, enter the gate.

A GOOD SENSE OF FASHION IS IMPORTANT WHEN YOU'RE TRYING TO TAKE OVER THE WORLD!

Before you can complete your task, the action switches back to Sky King's team. Get ready to finish up what you started there.

Mission 15: Beat the Clock!

Sky King's suit adjustments are halfway done. But the Nazis know that something is up. Protect the brave aviator while the enemy throws even stronger foes into the fray!

Required-Heroes

Black Jack

El Diablo

Sky King

Tricolour

(Team remains unchanged from Mission 13)

Suggested-Heroes

N/A

Unavailable-Heroes

N/A

Primary-Objectives

Protect Sky King while he adjusts his suit. (1000 Prestige)

Sky King must interrogate the Nazi with the jamming device. (1000 Prestige)

Secondary-Objectives

N/A

Mission-Enemies

Minor Eye of the Reich (60 Prestige)

Kill-A-Rilla Gun (various numbers possible, 75 Prestige each)

Kill-A-Rilla Whip (50 Prestige)

Nazi General (2 possible, 50 Prestige each)

Nazi Grenadier (various numbers possible, 30 Prestige each)

Nazi Gunner (various numbers possible, 30 Prestige each)

Round-Two:-Fight!

Everyone's Hero Points and Health bars are refreshed, giving you a welcome reprieve. This mission is just more of the same as Mission 13, but with some tougher enemies. One big change is that instead of sending Sky King up to the rooftops to adjust his suit, you should order him and El Diablo to fly toward the Minor Eye of the Reich that approaches. Be careful to keep its attention off El Diablo, because he is very weak against some of the Eye's attacks. Use a blinding attack to keep some of the Eye's strikes from connecting, and take its Health down as much as possible before the rest of the enemies arrive.

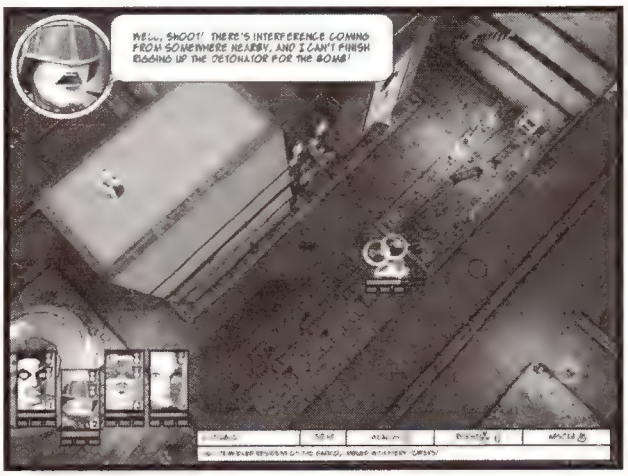
It's a good thing you have a bit of experience with the Minor Eyes from the previous mission.

When the Eye is low on Health and the other foes arrive, send Sky King up to the rooftops and restart his adjustments. You also have new canisters in new locations. There's a Power Canister behind your team by the fountain, as well as a Health Canister just ahead beside the stairs, and a Power Canister below the stairs near where a Health Canister was before.

THE LOCATIONS OF THE CANISTERS HAVE CHANGED.

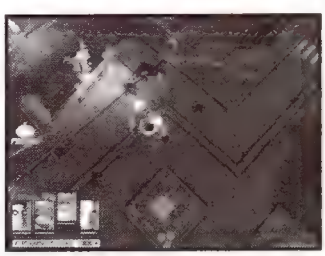
New-Interference

Just when it seems like Sky King is winning his race against time, a new problem crops up. Someone nearby starts to jam his signal, and he must interrogate the individual responsible. Command Sky King to take to the air again, despite his protests. Finish mopping up any nearby enemies, and then follow the center arrow of the three that appear.



ONCE SKY KING'S SIGNAL IS JAMMED, THERE'S NO USE LEAVING HIM ALONE ON THE ROOF.

Once you've weakened the Eye, use the same general tactics as before. When even stronger enemies show up, such as the Nazi Generals, catch some of them together and use a strong area attack, such as Inferno, before the rest of your team rushes into battle. Since even the Kill-A-Rillas are carrying guns now, it's even more important to keep El Diablo's Fire It Up power active. He may need one of the nearby Power Canisters if he's using too many abilities too quickly. If you can't take out all of the enemies before the next wave shows up, a Limey Lure is always a good backup.



ONCE AGAIN, MAKE SURE YOU HEAD OFF THE NAZIS BEFORE THEY CAN INTERFERE WITH SKY KING.

The center arrow leads to three Nazis on patrol, one of whom holds the jamming device. If you fly El Diablo in a bit ahead of the rest, he might be able to land an Inferno attack that catches all three before they can even launch an attack. If this doesn't quite finish the job, bring in the rest of the group. Then select Sky King and click on the Nazi with the red exclamation mark over its head. You get the jammer, and then you can get back to work.

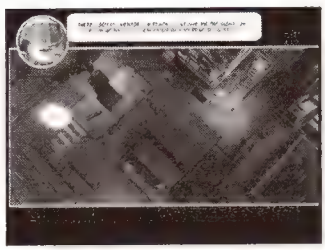
ONCE YOU LOCATE THE JAMMER, YOU CAN GET BACK TO YOUR TASK AT HAND.

Back-to-Work

Stay at your current location. Just fly Sky King up to a nearby roof and resume the Adjust Suit command. Make sure the building isn't near any barrels or crates of explosive materials. Now you need to defend this new position against all comers.

THIS BUILDING MAY SEEM LIKE A FINE LOCATION, BUT NOTE THE HIGH EXPLOSIVES AT ITS BASE...

The next wave of attackers includes a Nazi Grenadier. Make sure you take him out first, because his heavy fire can bring down Sky King's building. If that happens, fly to a new safe location and start the adjustments all over again. With uninterrupted adjustments, you have perhaps two or three waves of enemies to fight before Sky King finishes his task. Then the mission ends and you can see how the second team is faring.



AFTER JUST A BIT MORE PREPARATION TIME, YOUR DETONATOR IS READY TO GO!

Mission 16: Peril and Paradox

One team's mission is complete, so now it's time to focus on Alchemiss and her group. This team been spotted, but they must get to the force field generator, plant the explosive device, and get out without anyone knowing just what they're up to.

Required-Heroes

Alchemiss

Suggested-Heroes

Eve

Green Genie

Supercollider

(Team remains unchanged from Mission 14)

Unavailable-Heroes

Black Jack

Bullet

El Diablo

Sky King

Tricolour

Primary-Objectives

One hero must plant a bomb in Blitzkrieg's generator. (1000 Prestige)

Don't destroy the generator! (250 Prestige)

Defeat all enemies who witness you planting the explosives. (1000 Prestige)

Secondary-Objectives

N/A

Mission-Enemies

Centurion (3 possible, 70 Prestige each)

Fortissimo (300 Prestige)

Legionnaire (3 possible, 40 Prestige each)

Nazi Gunner (10 possible, 30 Prestige each)

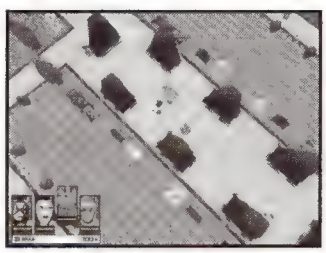
Roman-Around

When the action swings back to your second squad, the team's health and Hero Points are regenerated. You may need the boost, because Fortissimo is ready to stop your heroes in their tracks.

Send the fliers into the air and move the team toward the courtyard, following the red arrow pointing at the generator. Keep an eye out on both sides of your team. Very shortly you are approached by two Legionnaires. These are strong fighters from the distant past, but if you get the jump on them with your ranged powers, they'll fall before they can damage your heroes. If you do take damage, use the Health Canister and Power Canister on either side of the path.

Encore!

As you continue to the courtyard, quickly grab the Prestige Canister and prepare for an assault by Fortissimo. Keep your party spread out as you approach, and when you see him, start lobbing ranged attacks at him. Use attacks that will slow him down, such as Aloft and Alteration.



You should have just enough time to grab the Prestige Canister before the fight starts.

Since Fortissimo is usually flying, send Supercollider or any other melee-based characters to fight the Nazi Gunners and the Centurion that appear while you're fighting Fortissimo. When the melee fighter has no more secondary foes to fight, inflict status ailments like Stasis on Fortissimo (using Alteration or Binding Vines, for example). This will force him to land. Then order the melee fighter to join the fray. Use the nearby Health and Power Canisters near Fortissimo's grand entrance point if you start to get low on either resource.

EVEN FORTISSIMO CAN BE STOPPED IN HIS TRACKS WITH A SIMPLE ALTERATION POWER.

GENERATING-TROUBLE

With most of your team concentrating heavy fire on the Italian songster, it's not long before he takes his final bow. At that point, move your team through the gateway in front of the mansion, and then take out the soldiers guarding the generator. Make sure you don't crossfire over the generator to the other enemies, because you need to avoid destroying the sensitive machinery. If you get overwhelmed, use powers such as Alteration and Object Lesson. Avoid area-effect powers such as Aloft, or powers like Polymorph where you cannot control the resulting NPC's actions, because you want to protect the generator.

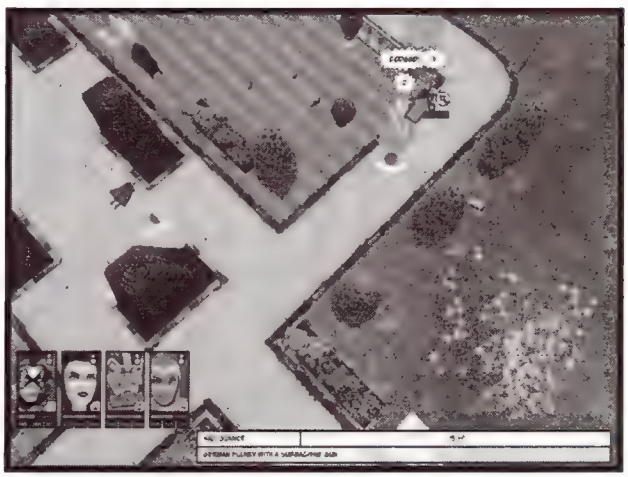
DIRECT YOUR ATTACKS AWAY FROM THE GENERATOR.

Once the fight is done, carefully destroy one section of fence and enter the small yard. Grab the Health or Power Canister if you need a refresher. Then choose one character, right-click on the generator, and choose Plant Bomb from the menu. As soon as you send one party member toward the generator, move the rest back toward the front of the mansion. Once the bomb is planted, it turns out that the squad has been spotted and must take down anyone who's seen them.

ANY CHARACTER CAN PLANT THE BOMB IN THE GENERATOR. JUST BE READY TO MOVE!

Suppressing-the-Alert

As you move your heroes back out to the front, more Centurions appear in the center courtyard. Your main enemies right now, however, are two Nazi soldiers, one on each side of the map, who are making their way toward the front gate. If you don't spot them immediately, the helpful red arrows will give you a hint. If you can move your team back out front while Bullet is warning you of the danger, you should be able to defeat them both before they get close to the gate. If you start to run out of time, use delaying tactics such as Alteration or Eve's Binding Vines.



TRY TO FIND THESE FOES BEFORE THE RED ARROWS POP UP.

Once the second soldier falls, your mission is complete. Relax and enjoy your just rewards after four hectic missions in a row!

Intermission

Your team finds itself back at base for the first time in a while, able to recruit and train. Use the large amount of Prestige and Character Points you've earned over the past four missions, and move on to the next cutscene as the team prepares for the next difficult mission.

Mission 17: Mind of the Mad-Man!

Your heroes' complicated plan seems to be a success, gaining you access to Blitzkrieg's compound. Finally, it is time to take the fight to this egomaniacal villain and put him out of commission. Handpick a fighting team to invade the fortress!

Required-Heroes

N/A

Suggested-Heroes

Green Genie

Law

Mentor

Minuteman

Unavailable-Heroes

Alchemiss

Black Jack

Bullet

Sky King

Tricolour

Primary-Objectives

Find Blitzkrieg! (1000 Prestige)

Stay alive for one minute. (750 Prestige)

Secondary-Objectives

N/A

Mission-Enemies

Major Eye of the Reich (85 Prestige)

Minor Eye of the Reich
(various numbers possible, 60 Prestige each)

Nazi General
(various numbers possible, 50 Prestige each)

Nazi Grenadier
(various numbers possible, 30 Prestige each)

Nazi Gunner (10 possible, 30 Prestige each)

Nazi Rifleman (25 Prestige)

Thug with Bat
(various numbers possible, 5 Prestige each)

999 maximum enemy Prestige possible for this mission.

Preparations

This mission is difficult, so choose team members who can stand up to large numbers of dangerous enemies. You'll need characters with ranged attacks to hit the dangerous flying Minor Eyes of the Reich, with electric attacks being a bonus. Since this mission is even more dangerous than most, you'll want a character such as Law, who can heal party members using her own Health and then regain HP using her Balance power. She's worth adding, even if it means giving up a ranged attacker. You'll be attacked by multiple enemies at once during this mission, so you'll need characters who can take enemies out of the fight temporarily, and at least one who can wipe out a mental status ailment.

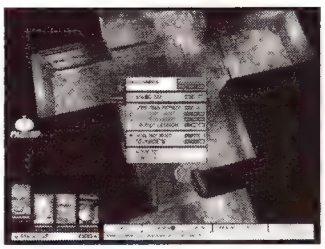
If you have trouble getting through this mission, consider taking along both Quetzalcoatl and Law for their special double Health-restoring trick (see the "Characters" section for details). You'll find that it takes a bit longer to bring down the flying foes, but at least you'll get through the mission with everyone intact.

Into-the-Lair-of-the-Beast

The mission starts with your team at Blitzkrieg's fortress. You have one objective—find the maniacal Nazi leader. Open the double doors and go inside.

THE MISSION SOUNDS SIMPLE ENOUGH... BUT YOU SHOULD KNOW BETTER!

Right from the start, four Nazis attack you. Make good use of delaying tactics such as Instinct Dominance, Object Lesson, and the like. Order may be more useful than Law in this melee, although you should be quick to change back to Law if healing is needed. There is also a Health Canister in the right-hand alcove.



THE FIRST FOUR FOES AREN'T TOO TOUGH. BUT DO YOUR BEST TO MINIMIZE DAMAGE. YOU'VE GOT A LONG WAY TO GO.

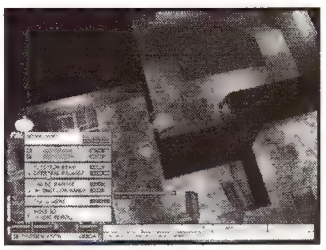
Smart Healing

WHEN YOU HAVE A HEALER SUCH AS LAW IN YOUR PARTY, YOUR BEST BET USUALLY ISN'T TO USE A HEALTH CANISTER ON THE MOST INJURED CHARACTER. INSTEAD, HAVE LAW HEAL EVERYONE AS CLOSE TO FULL HP AS SHE CAN WITHOUT KNOCKING HERSELF OUT, AND THEN USE THE HEALTH CANISTER TO RESTORE HER HEALTH.

When you're ready to continue, there are three doors from the room. The farthest door to the right leads to a room holding computers, so ignore it. The small left-hand door leads into a room holding a Nazi General and two Nazi Gunners, but nothing else of importance. Leave it closed for now, and come back later if you have a lot of health and want the bonus Prestige. To continue on, take the larger double doors.

The-Power-of-Hypnosis

This leads you on a U-turn through another empty room to a smaller door, behind which is a strange purple bubble. This energy field hypnotizes anyone who walks through it. Once a character becomes hypnotized, the field disappears for a few moments. If you have Mentor or another character who can heal mental afflictions, send through someone without the ability to cause afflictions, and then have Mentor reverse the hypnosis. If you don't have such a healer, send through your weakest character, and keep the others away from the hypnotized party member until the effect wears off. Lastly, it's possible to avoid the Hypno-Spheres by using some transportation powers. For example, The Ant's Tunnel Travel or Tombstone's Shadow Shift are good options.



BE QUICK TO REVERSE THE HYPNOSIS.

While you're dealing with the effects of the hypnosis, send another strong character through the door. In the next room is a switch to turn off the hypnosis barrier for good. There is also a Nazi Gunner inside the room. As soon as the barrier is down, assault him with all of your characters.

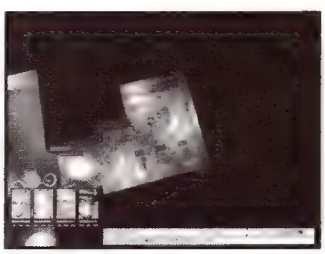
SEND EVERYONE THROUGH THE DOORWAY AS QUICKLY AS YOU CAN AND HIT THE SWITCH BEFORE THE FIELD REAPPEARS.

A-Fork-in-the-Path

On the opposite wall are two doors, side by side. The left door leads to another pair of force fields and a Nazi gunner, so leave it alone for now. Take the other door, go around another U-turn, and open the next small door into a short hallway. There is a Nazi Grenadier waiting here. Stun him before he can get off any of his area attacks.

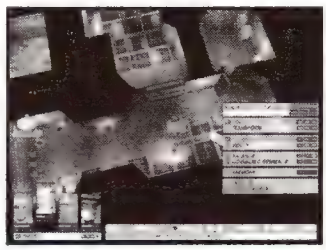
DON'T OPEN THE LEFT DOOR UNTIL YOU'RE READY TO TAKE THAT PATH.

The next set of double doors leads to a room with a Power Canister guarded by a Minor Eye of the Reich. Launch your ranged attacks at it, especially Green Genie's Static Zap and Mentor's Electron Beam. It cannot stand up against such attacks for long. Now go through the next set of double doors to a small room with another of the hypnotic fields and a Prestige Canister. Use the same technique to get through this field, shut it off, and then grab the canister as Mentor deals with the hypnosis.



IT'S WORTH DEALING WITH THE NEXT HYPNOSIS FIELD TO GAIN A PRESTIGE CANISTER.

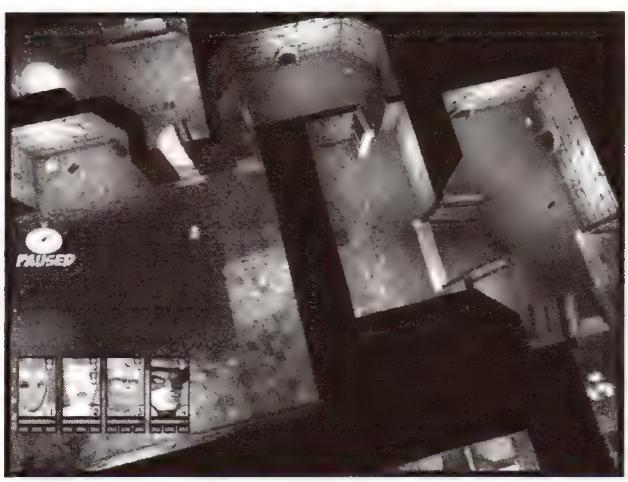
If you don't want to pass up on the Prestige for defeating another Minor Eye, return to the previous room and open the second set of double doors. Make your way through yet another hypnosis barrier, this time with the switch way over on the opposite wall. Both doorways lead into the same room, with a Minor Eye of the Reich and a Health Canister. As before, use ranged attacks (especially electric attacks), and then grab the Health Canister if you need it. Now retrace your path back five rooms to door you passed up before.



YOU CAN AVOID FIGHTING THIS MINOR EYE IF YOU'RE WORRIED ABOUT FINISHING THE MISSION, BUT THEN YOU PASS UP THE EXTRA PRESTIGE.

The-Road-Not-Taken

Open the door and let the Nazi Gunner come to you, or attack it with ranged attacks, to avoid tripping the hypnotic field while you're in combat. After the Gunner falls, send your entire team through the first barrier. There's no switch to turn it off. Now you have two more choices—a door guarded by a barrier, or a set of unguarded double doors. Ignore the door behind the hypnosis field for now. It only leads to a room with a switch for that very same field. Instead, open the double doors.



AFTER REACHING THE END OF ONE BRANCH, HEAD BACK AND TAKE THE NEXT ONE.

Here you enter the lower section of a two-tiered room with four Nazis. Three Gunners are near your team as it enters, while a Grenadier is on the second tier. Send Green Genie up to turn the Grenadier into something less nasty, and use other status-inflicting abilities on the Gunners while the rest of your party fights them off. Use the Health Canister in the corner of the upper tier if you need it, and then head through the double doors on this upper level.

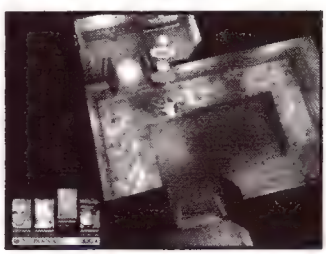
EVERY COMBAT LOOKS NICER WITH FLOWERS.

The-Evil-Eye

Now get ready for a *fight*. Behind this door is another of the hypnotic fields, plus a Major Eye of the Reich—a bigger and even nastier version of the Minor Eyes you've fought during the past few missions. Zap it once with a ranged attack to grab its attention, and then move everyone back to lure the Major Eye through the field so you can fight it with less danger. While you're luring it, have one of your strong land-based characters grab the barrel from the corner of the room. As the Major Eye approaches, hit it with the barrel. The Eye lands on the ground, where your melee attackers can hit it.

ANY FIGHT WHERE THE ENEMY ADJUSTS TO YOUR WEAKNESSES IS LIKELY TO BE A TOUGH ONE.

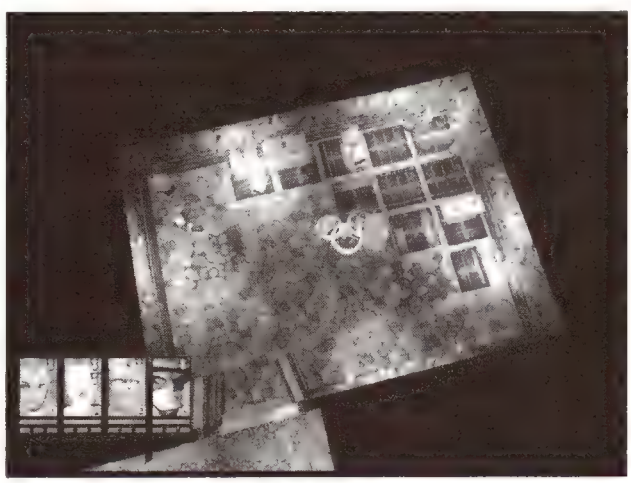
Like the Minor Eyes, these enemies are weak against electricity, so keep up the barrage of Static Zap and Electron Beam attacks. Try to keep it stunned or otherwise out of commission as much as possible. This savvy foe scans your characters to see which attacks do the most damage against them!



USE THE MAJOR EYE'S WEAKNESSES AGAINST IT.

The-Last-Roundup

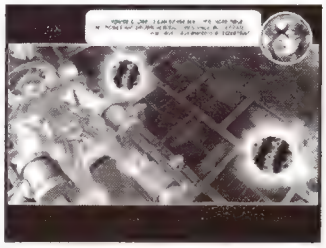
After you've beaten the Major Eye, you still have to get through this next hypnotic barrier. There's no switch in the next room, so send everyone through ASAP and deal with the resulting hypnosis. Open the large doors straight ahead to uncover another Minor Eye, which suddenly doesn't seem like such a tough opponent. The switch for the previous barrier is on the same wall as the door you just entered.



EVEN THE TOUGH MINOR EYES DON'T SEEM VERY BAD AFTER YOU'VE FACED THEIR BIG BROTHER.

Once the Eye is down, command Mentor (or another character with strong attacks that require a lot of energy) to grab the Power Canister. Then head back to the previous room.

This time, take the small door in the side wall and fight another Minor Eye. Then heal up your characters as much as possible in preparation for a major battle. If you've passed up any Health Canisters, go back for them now, and fight any enemies you've passed by. Then come back here and open the next set of large double doors.



THIS DOESN'T LOOK GOOD FOR YOUR HEROES!

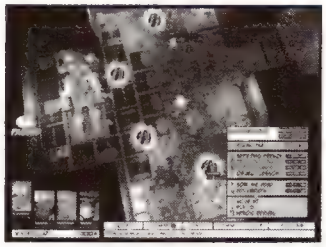
The-Endless-Tide

As soon as you open the door, the action switches to a cutscene. Don't lower your guard, though. As soon as the talking is done, a brutal battle begins. This room contains four permanent time portals, each of which releases a steady stream of new foes. There are also two Minor Eyes of the Reich, a Nazi Grenadier, and a Nazi General. Pause the action as soon as it begins, and start taking some of the enemies out of the fight with various status effects. If Law isn't actively healing people, remember that Order is a lot tougher than her in a melee. Send him after one of the Nazis.

SPREAD OUT YOUR TEAM.

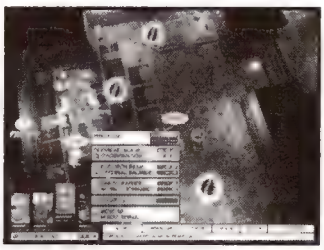
Send melee-only characters after the land-based foes, while letting Green Genie and Mentor concentrate on the Minor Eyes using their electric attacks.

When more foes appear through the portals, use Polymorph, Sow the Wind, or any other suitable power to keep them off your back.



WITH SO MANY ENEMIES ATTACKING AT ONCE, YOU NEED TO TAKE SOME OF THEM OUT OF THE FRAY.

If you need an energy boost, use the Power Canister on the small dais. There's also a Health Canister on the floor to the left. A second Health Canister is in the corner behind Time Master's prison. Keep a close eye on everyone's health. If it looks like someone might not survive the next hit or two, don't hesitate to use a Heroic Revival. Use Law's or Mentor's powers to reverse status effects. (A Heroic Revival can wipe them out too, but only as a last resort.)



DON'T FORGET THAT MENTOR AND LAW CAN BOTH REVERSE CERTAIN TYPES OF STATUS EFFECTS.

After you've fought these enemies for a while, Alchemiss telepathically tells your team to hold on for just one more minute (which then becomes your new primary objective). Buckle down! You don't need to wipe out all the foes—just keep your team on its feet. If you have to make a choice between defense and offense, choose defense. Just stall the enemy until your minute is up.

SIXTY SECONDS CAN SEEM LIKE A LONG TIME IN SUCH A CHAOTIC STRUGGLE!

Intermission

You didn't fare too well in this mission, but worry not! Alchemiss has an ace up her sleeve. Of course, now you have no chance to train and recruit, and you're stuck with this team for the next mission. But any reprieve after such a disaster is welcome.

Mission 18: Enter Entropy

Things look dark for our heroes. But fear not–Alchemiss is going to alter time so the team doesn't go into the final fight unprepared.

You must replay the previous mission, but this time you have six new targets to destroy along the way. This will change the outcome of the last battle.

Required-Heroes

N/A

Suggested-Heroes

Green Genie

Law

Mentor

Minuteman

(Your team is unchanged from Mission 17)

Unavailable-Heroes

Alchemiss

Black Jack

Bullet

Sky King

Tricolour

Primary-Objectives

Destroy the now-visible temporal amplifiers before engaging Blitzkrieg. (750 Prestige)

Find and defeat Blitzkrieg. (1000)

Secondary-Objectives

N/A

Mission-Enemies

Major Eye of the Reich (85 Prestige)

Minor Eye of the Reich (6 possible, 60 Prestige each)

Nazi General (2 possible, 50 Prestige each)

Nazi Grenadier (3 possible, 30 Prestige each)

Nazi Gunner (10 possible, 30 Prestige each)

Nazi Rifleman (25 Prestige)

If-I-Could-Turn-Back-Time...

Blitzkrieg seemed invulnerable at the end of the last mission, but you have one last chance to pull out a victory. After Alchemiss does a quick bit of time alteration to warn herself of the impending disaster, it's *time* to repeat the previous mission.

Now your characters can see six temporal amplifiers that are used to create Blitzkrieg's time portals. Destroy these amplifiers before entering the final room, and you lock down the mad Nazi's time portals to prevent him from bringing in reinforcements. Simple! Right...?

Shutting-Down-the-Portals

This time around, after your first combat against the four Nazi Gunners, make sure you enter the small door to the left. To get to the first of the six temporal devices, you have to go through the Nazi General and Nazi Gunners. Again, powers such as Sow the Wind and Instinct Dominance are very handy here, as is Polymorph. Once the fight is over, attack the temporal device using Minute Missile and any electrical-based powers, and keep your heroes from getting into each other's lines of fire. Once this device is destroyed, it's on to the next one.

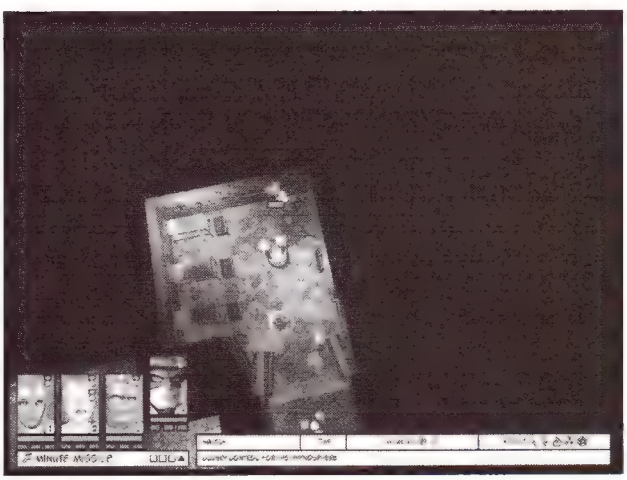
Forewarned is forearmed.

Return to the previous room and take the large double doors deeper into the complex. Follow the same path along the U-turn, through the right door, and along the only path to the room with the first Minor Eye. Send part of the group through the opposite doors to pick up the Prestige Canister and destroy the second temporal device. In the previous room, the other door leads to a second Minor Eye, just like before. This time you can't skip this fight, because the room holds the third temporal amplifier. You're halfway there!

NOW THAT YOU'VE DESTROYED THREE OF THE TEMPORAL AMPLIFIERS, BE READY FOR THINGS TO GET TOUGHER AGAIN.

Halfway-Point

Now make your way back to the split where you passed up the left-hand door, and take the next fork. This time you must head through the force field on the left to take out temporal amplifier #4. Then continue on the same path you did before, taking out the four Nazis followed by the Major Eye. Then go into the opposite room to destroy the next-to-last amplifier, guarded by one of the remaining Minor Eyes.

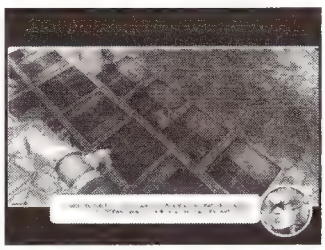


SO THAT'S WHY THESE ROOMS ARE SO WELL-GUARDED...

Take the small door in the previous room to fight another Minor Eye and destroy the last of the deadly devices. Then you're ready to go through the last double doors for the dangerous final fight.

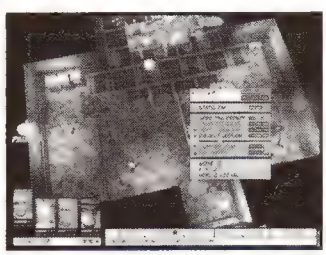
Royal-Rumble,-Take-Two

This time around, there are no endless waves of reinforcements! Blitzkrieg decides to attend to matters personally, though, and there are still the two Minor Eyes of the Reich, the Nazi General, and the Nazi Grenadier, so this is still a deadly fight.



THE FIGHT'S STILL TOUGH, BUT AT LEAST IT'S WINNABLE NOW.

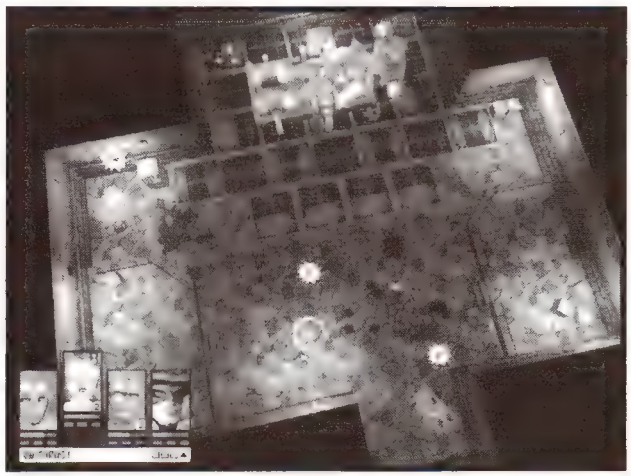
As before, try to keep as many opponents out of combat as possible, and concentrate mainly on the Nazi General. His attack bonus makes the other enemies more dangerous than usual. Keep Blitzkrieg occupied until your team has time to face him all at once. Once you have a relatively safe space freed up (usually on a dais), send Law over there and keep her out of the melee. She should be a dedicated healer. Save the Power Canister and Health Canisters so she can recharge, and use her Balance power if there's a healthy enemy nearby.



TURN BLITZKRIEG INTO A VASE OF FLOWERS FOR A WHILE. IT'S A GREAT WAY TO GET HIM OUT OF YOUR HAIR.

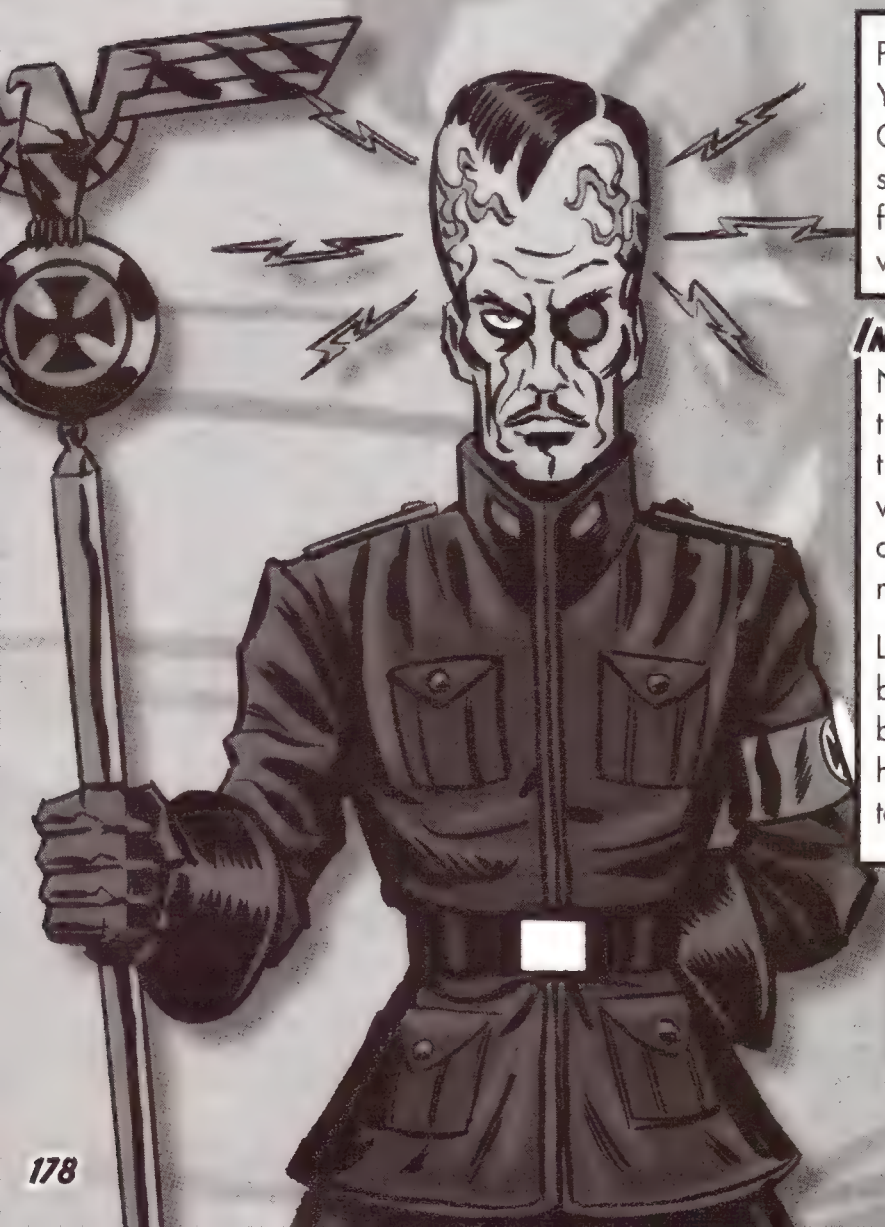
Concentrate on taking down the minions, while leaving Blitzkrieg as a vase of flowers or otherwise occupied until you can focus on him.

Now you can concentrate on Blitzkrieg alone. He's more than tough enough all by himself. Set all of your fighters' attacks to long-ranged strikes, even if it means they must use up energy to keep up their default attacks. Blitzkrieg can throw back opponents in melee, so you want to keep everyone spread out and as far back from him as possible. That way you can use powers like Sow the Wind to stun him for a while, without the rest of the team getting in the way.



BLITZKRIEG CAN THROW BACK EVERYONE STANDING NEAR HIM. SO RANGED ATTACKS ARE BEST.

The main problem here is that Blitzkrieg is resistant to many types of damage, including Minuteman's Minute Missiles. You may have to get in close if you want to keep up a steady stream of hits.



Patience is the key to winning this battle. You've got many Heroic Revivals, two Health Canisters, and Law's healing abilities, so you should be able to wear him down. Once he falls, the power of Time Master is yours... but what will come of it?

INTERMISSION

Now it's time for a surprise encounter that throws everything out of whack. Just when you thought you had won, things take a turn for the worse! While finding an old friend, you meet a new enemy who can tear the team apart, in multiple ways.

Luckily, you can recruit and train members before the next mission. Train everyone well, because things are about to get even more hectic. You also get one hero added to your team roster, which is a welcome addition.

Mission 19: Devastation Duet

With Entropy on the scene, things have gone from bad to worse. Now the stakes are higher than just keeping the country from being invaded by Nazis. The very fabric of reality is at stake! While the team figures out what to do, start small. Keep the city safe from the chaos that's breaking out all over!

Required-Heroes

N/A

Suggested-Heroes

Blackbird

Bullet

Eve

Tombstone

Unavailable-Heroes

The Ant

Primary-Objectives

Defeat Fortissimo's minions. (250 Prestige)

Defeat Fortissimo. (250 Prestige)

Defeat the dinosaur! (250 Prestige)

Secondary-Objectives

Don't let Fortissimo's minions destroy the Opera House. (250 Prestige)

Don't let Fortissimo's minions destroy the Top Hat. (250 Prestige)

Don't let Fortissimo's minions destroy the police station. (250 Prestige)

Don't let Fortissimo destroy the Natural History Museum. (250 Prestige)

Mission-Enemies

Centurion (6 possible, 80 Prestige each)

Chaos Cop (5 possible, 15 Prestige each)

Fortissimo (2 possible, 300 Prestige each)

Legionnaire (4 possible, 40 Prestige each)

T-Rex (150 Prestige)

Wraith of Chaos (4 possible, 150 Prestige each)

Maximum enemy Prestige for the mission is 999.

Preparations

From this point on, your list of available heroes starts to shrink. El Diablo suddenly goes missing, and each mission will have fewer and fewer heroes on the roster... even though they're not on the Unavailable Heroes list. They've ceased to exist, which is just one result of Entropy's warped powers.

For this mission, you'll need speed and ranged attacks. Bullet and flying allies such as Blackbird can get around the map quickly, while Tombstone and Eve's ranged attacks can keep enemies contained.

Back-to-the-Future

As you enter the field, your first opponent is Fortissimo. Entropy has yanked him from the time stream to do her bidding. For now, Fortissimo is content to stay in the background while his minions attack. You have two primary objectives—defeat Fortissimo's minions and then defeat Fortissimo himself. But first, your secondary objective is to get to the Opera House in time to keep it from being destroyed.

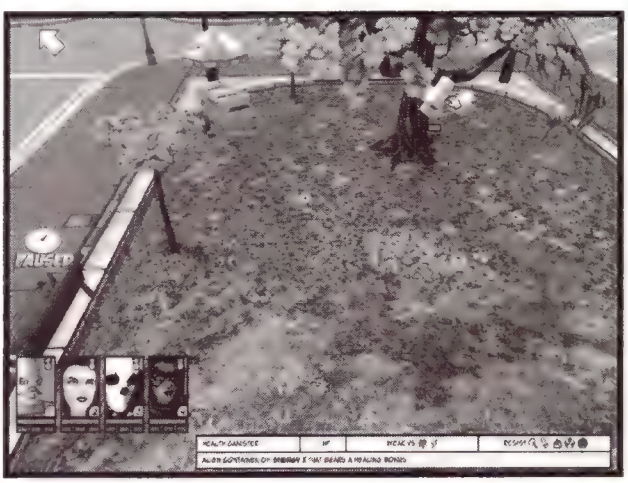
It was bad enough to face Fortissimo back in the past. But now he's wreaking havoc in Patriot City!

Before you head out, mark the location of a Power Canister under one of the neighboring trees so you know where it is when you need it. Then follow the yellow arrow leading to the Opera House. It's under assault by a Wraith of Chaos, a Legionnaire, and a Centurion. Bullet should be first on the scene. Command him to use a Whirlwind on the Wraith, exploiting its weakness. When the others show up, on land and in the sky, sic them on the other two foes. Don't worry if part of the Opera House falls. You'll meet your objective as long as enough of the building stands to be rebuilt.

IT'S ALRIGHT IF THE OPERA HOUSE TAKES SOME DAMAGE, AS LONG AS IT'S STILL STANDING.

Puttin'-on-the-Ritz

When the last of the deadly trio falls, follow the next yellow arrow to the dance club known as the Top Hat. On the way, pick up a Health Canister under a nearby tree if needed, and there's a Power Canister in the parking lot of the Top Hat. This building is being assailed by two Centurions and two Legionnaires. These foes are weak enough that your team should be able to take them out in straight combat, with no fancy moves needed. But remember Tombstone's Possession power and Eve's status-inflicting arrows, just in case.

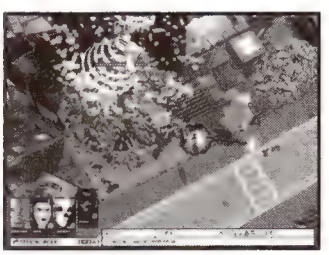


CHANGE CAMERA ANGLES TO FIND THIS CANISTER UNDER A NEARBY TREE.

Next up is the police station. You need to take down two Chaos Wraiths, a Centurion, and a Legionnaire, as well as a whole slew of Chaos Cops. These are policemen who've been driven mad by Entropy.

Send Bullet after one Wraith with a Whirlwind, and send your other heroes after the second Wraith. These foes don't get distracted from their demolition duties as easily as the others, so you need to stop them first. Then concentrate on the Legionnaire and Centurion. You don't need to knock out the Chaos Cops to meet your objective, but if you leave them alone, they will come after your team at the next locale.

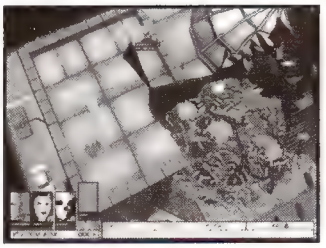
Avoid picking up cars in the parking lot, since Entropy's chaos wave can send cars hurtling through the air. If one of your heroes happens to be carrying one, then it won't be pretty!



IF YOU IGNORE THE CHAOS COPS, THEY'LL ANNOY YOUR TEAM FOR THE REST OF THE MISSION.

Repeat-Performance

A yellow arrow points to the Natural History Museum, the next building you need to protect, and a red arrow points to Fortissimo himself. At the museum, a Wraith of Chaos and three Centurions are joined by the singer. Take out the Wraith using Whirlwinds, and command your other heroes to pile on the Roman soldiers.



DON'T MISS THE CENTURION ON THE ROOFTOP.

If you need a quick HP pick-me-up, grab the Health Canister between two buildings right next to the museum. If you really get low on Health, there's another canister amongst a cluster of buildings on the far side of the Top Hat. The next cluster of buildings has an Experience Canister, so send a character after that one once all of the minions are defeated and only Fortissimo is left. After picking up the Experience Canister, head further down across the street and pick up a Prestige Canister hidden under a dumpster, next to another Health Canister, down by the bottom edge of the map and near the police station.

DON'T FORGET TO GRAB THIS EXPERIENCE CANISTER BEFORE YOUR FIGHT IS DONE.

A-Solo-Act

Once you've met your secondary objective of protecting the Natural History Museum, your primary objective is to defeat Fortissimo. This can be a tough one, because he tends to fly much more often and much higher than in past missions. Use Binding Vines or Possession to bring him down to the ground. Also, watch his protective shield. When this defense is up, it's very difficult to damage him. You may want to move your team away from him if they've already taken damage.

FORTISSIMO IS HARD TO REACH DURING THIS BATTLE, AND YOU ALSO NEED TO WATCH OUT FOR FALLING RUBBLE.

From-History-to-Prehistory

Once Fortissimo's health is low enough, he's ready to talk. But Entropy has other plans. She's not about to let him go free after failing her, so she brings a dinosaur statue to life! This foe isn't as hard to hit and damage as the Italian singer, but if it goes berserk, its attacks get stronger.

THIS TYRANNOSAURUS IS ABOUT TO GET WRECKED.

Move your team back as far as you can and pelt the dinosaur with ranged attacks, including stunning and blinding attacks from Eve. Use defensive techniques such as Empathy and Translucency for an added edge. If your offensive techniques aren't doing enough damage, grab a nearby street lamp and use the Smack Down command to take the T-Rex down a few pegs. If some of your characters start getting too low on Health and they don't have any Hero Points left, send them away from the dinosaur while the rest of the team draws its attention. The T-Rex is slow, so this technique works well.

SMACK DOWN THE DINO WITH A HANDY STREET LAMP.

When Entropy's little pet is down for the count, she shows up in person and makes an ultimatum. Then you get a bit of a breather before the next mission.

Intermission

Back at base, take the time to train your heroes, because from now on it's only going to get worse. Even now, heroes are still disappearing.

Mission 20: The Burning of Patriot City!

You've quelled some of the chaos in the city. But now another danger rises up in its place. The Red Sun is back! You must stop this threat... before Patriot City itself pays the price.

Required-Heroes

Minuteman

Suggested-Heroes

Bullet

Green Genie

Man-Bot

Unavailable-Heroes

Eve

Primary-Objectives

Defeat the Red Sun's lackeys! (500 Prestige)

Defeat Entropy's Minions. (1000 Prestige)

Secondary-Objectives

Protect eight civilians from harm. (250 Prestige)

Prevent the Wraiths and Subterrestrials from merging into more powerful creatures. (250 Prestige)

Mission-Enemies

Fire Elemental
(various numbers possible, 15 Prestige each)

Red Sun (5 possible, 125 Prestige each)

Subterrestrial (7 possible, 100 Prestige each)

Devastation Wraith
(up to 7 possible, 350 Prestige each)

Wraith of Chaos (7 possible, 150 Prestige each)

Maximum enemy Prestige for the mission is 999.

Preparations

Another character, Iron Ox, has disappeared from your roster. Eve is staying out of this battle to monitor the situation from the base. This is unfortunate, because during this mission you'll need to slow or stop your enemies.

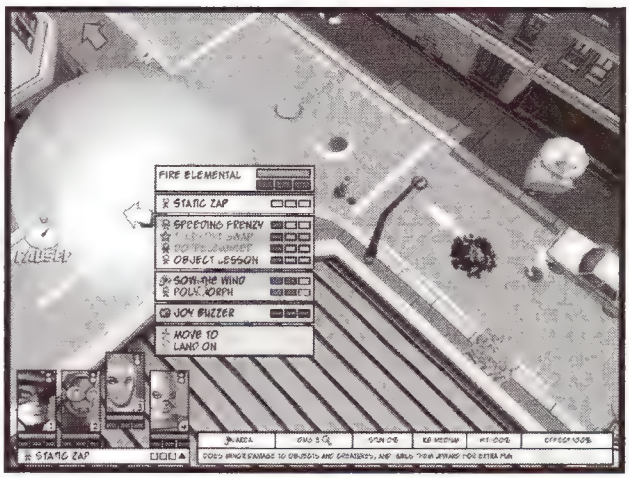
The way you've developed your characters comes into play as you're choosing your team. Minuteman is a required character for this mission. Green Genie can fly around quickly and turn enemies into inanimate objects, so she's a good choice. Bullet's fast, of course, and he can use his Whirlwind power against the Wraiths. The newly available Man-Bot is another good choice. It's a good idea to buff him up quickly, and some of his powers are excellent against Wraiths.

Fire-Fighters

Two Fire Elementals are ready to start destroying the town. Stopping them is your primary objective, so follow the red and yellow arrows marking your targets. Just as you start to move, you gain a secondary objective—protect eight civilians from harm. You need to get to the enemy quickly and start taking them down without collateral damage. However, don't be in such a hurry that you miss the Power Canister and Health Canister along your path. You might need those later.

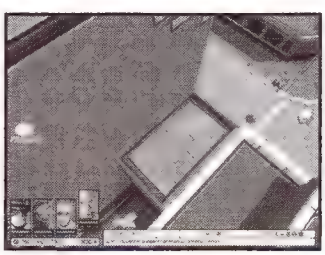
This formation of foes is formidable, but your four will face them fearlessly!

As soon as you arrive on the scene, take down the Fire Elementals quickly. If there are no civilians nearby, use Sow the Wind to grab both elementals at once and send them flying. If they have some life left, a few strikes should put them out of their misery. Just remember that Fire Elementals may self-destruct and damage any nearby characters if you give them a chance, so beat them down quickly and without mercy.



MAKE SURE YOU DON'T HURT ANY CIVILIANS WHEN YOU USE YOUR AREA POWERS!

Now head toward the Red Sun marked by the red arrow. If there are no citizens nearby, hold him with status attacks while a team member gets the Experience Canister tucked away between buildings nearby. There's also a Prestige Canister close to where your team started, down near the bottom of the map.

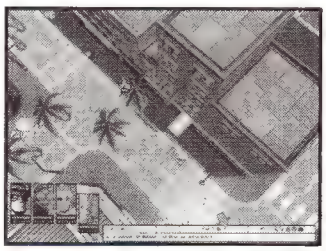


VARIOUS CANISTERS ARE SCATTERED THROUGHOUT THE MAP. BUT IT CAN BE TOUGH TO FIND TIME TO PICK THEM UP WHILE STILL PROTECTING CITIZENS.

Then use Bullet's Whirlwind power to send Red Sun flying, watching out for any Fire Elementals he summons, and then send in the rest of the team to beat him down.

A-Transfer-of-Strength

As before, the death of one Red Sun just adds to the strength of the others. A new Sun dawns above your team's current position. Follow the arrows past the incongruous palm trees that have sprouted from the street, and past another Power Canister. Use the same technique to take out him and his minions again. If you're quick enough, you may catch the Red Sun in the Sow the Wind attack, making him even easier to dispatch. It's a bit more likely that the Fire Elementals will self-destruct this time, so use caution.



THE ENEMIES THIS TIME ARE RIGHT PAST THE... PALM TREES?!

After the second Sun sets, things become slightly trickier. Now two Red Suns crop up, each with a Fire Elemental. Send the team toward the intersection where the arrows branch off, and you may be able to set the entire team after the Fire Elementals. Once all the foes at the intersection are gone, split up your team into pairs to take out the two Red Suns and any straggling Elementals. There's a Health Canister near the uppermost enemies, which comes in handy if a team member is badly wounded. Use area attacks to batter down the enemy. The two locations are close to each other, so when one team dispatches their enemy, send them over to help the others.

THE ENEMIES START OUT IN TWO LOCATIONS, BUT THE ELEMENTALS SHOULD CONVERGE ON THE SAME AREA.

Then one more Red Sun appears, this time with three Elementals. Use the same general technique as before, but be even more careful of the Elementals' self-destructive powers. There are canisters on this street (if you haven't used them yet), as well as a Health Canister between the buildings in the corner of the map near the battle. Once you take down this foe, Entropy must come up with a new plan.

DON'T RELAX JUST YET!

An-Explosive-Combination!

Unfortunately, Entropy is quite clever and powerful. She summons up two foes, a Subterrestrial and a Wraith of Chaos, and then combines them to create a far more formidable foe—a Devastation Wraith. Not only must you take out this new enemy, but you must prevent more of them from combining.

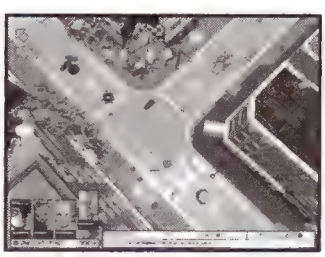
THIS NEW FOE IS MUCH MORE DANGEROUS THAN ITS PARTS!

Unwelcome-Additions

Four more portals open, unveiling two more Wraiths of Chaos on one side of the map, while two Subterrestrials approach from the top. Send Man-Bot after the Wraiths, using his devastating Release power on both of them at once. Genie's job is to keep turning the Subterrestrials to flowers so that they cannot get closer to the Wraiths. Fly her up to the top of a nearby building so she can use her powers from there. Keep her away from the Wraiths, whose density powers will send her crashing to the ground. Also, don't use Polymorph on the four converging creatures, because the resulting minions still continue to move together. Polymorph is great to use on the Devastation Wraith, however, to turn it into a temporary ally. Otherwise, command Minuteman to keep the Devastation Wraith occupied, while Bullet should move between the Devastation and Chaos Wraiths as needed.

IF YOU DON'T TAKE OUT THE TWO WRAITHS USING RELEASE, MOVE FAST TO PREVENT THE SURVIVORS FROM MERGING!

Send everyone after the Devastation Wraith, just a block down the street. This enemy is weak against Bullet's Whirlwind powers, so use that as an opener—but only after the Wraith teleports once at the beginning of the fight. Make sure that Minuteman uses his Minute Missile, which is harmful to this enemy. If you've left one of the nearby Power Canisters unused, use it on Bullet to recharge his Whirlwind power. As your team battles this foe, watch out for four new arrows to appear.



THESE FOUR ARROWS MARK THE APPEARANCE OF EVEN MORE ENEMIES.

Too Strong?

MAN-BOT'S RELEASE POWER IS DEVASTATING TO THE WRAITHS, BUT IT MAY BE DESTRUCTIVE TO THE CITY AS WELL. DON'T USE IT IF ANY CIVILIANS ARE NEARBY. IF YOU PRIDE YOURSELF IN WINNING EACH MISSION WITHOUT DAMAGING THE BUILDINGS AT ALL, YOU MIGHT WANT TO HOLD BACK AND USE POWERS LIKE BULLET'S WHIRLWIND. THINGS ARE A LOT TOUGHER THAT WAY, THOUGH.

As you battle these enemies, make sure that your first priority is to take out one type at a time (both Wraiths of Chaos, or both Subterrestrials) to make sure that they don't merge. Then take down the Devastation Wraith. If you destroy all four lesser enemies before defeating the red wraith, you must then race off to the next set of foes with the more dangerous enemy still dogging your footsteps.

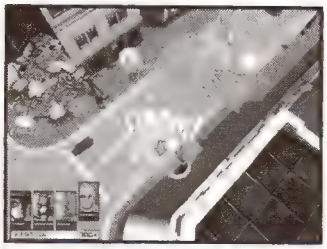
THE SUBTERRESTRIAL IS WEAK AGAINST GREEN GENIE'S OBJECT LESSON POWER. BUT THAT DOESN'T MEAN IT ALWAYS WORKS!

Watch out if the red arrows turn to yellow. This means the creatures are about to merge. Unless you take down one half of the pair immediately, they'll combine in an explosive fashion—literally! If you know you can't stop them, move your heroes out of the blast radius. You can allow some creatures to combine and still get the secondary objective bonus, as long as not *all* of them succeed in combining. Still, the fewer Devastation Wraiths the better, so try to nip them in the bud.

The-Danger-Continues

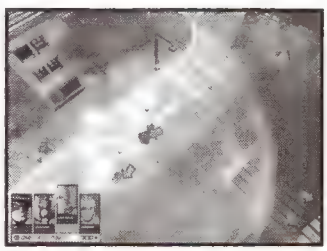
Four more creatures appear, with two more Wraiths of Chaos converging toward the next two Subterrestrials. Continue down the street you followed to get to the Devastation Wraith in the first place, and you run into the first Subterrestrial. Command Green Genie to turn it into flowers, and then continue straight past the intersection to do the same with the next Wraith.

Send the rest of the team to the intersection and to deal with the Wraiths. Once Man-Bot catches up, move the others away so that he can use Release. From this point on, treat the fight much like the previous one, taking down each enemy in turn.



KEEP GENIE FLYING HIGH.

When the last creature falls, it seems that you're in the clear. But no, Entropy's not about to let you go so easily. Four more monsters appear, spread out this time. The Subterrestrials are toward the side of the map, and Green Genie should take care of those. Send the rest to intercept the much faster Wraiths toward the bottom. You know the drill by now.



KEEP THE TWO NEW WRAITHS FROM SPREADING OUT BEFORE MAN-BOT CAN USE RELEASE ON THEM BOTH.

APPARENTLY, THESE FOES HAVE A DIFFERENT CONCEPT OF PATIENCE.

Once you've defeated this last batch, Entropy makes her grand reappearance, but only in a cutscene. Listen to what she has to say, and then head back to the Freedom Fortress. Mission accomplished... but at what cost?

Intermission

You get a much-needed chance to train and strengthen your heroes, but now Eve is missing. At this rate, will you have any heroes left to stem the tide of chaos? All you can do is move on to the next mission and hope for the best... *while planning for the worst.*

Mission 21: Holes in the Time Stream!

So far your heroes have been treating the symptoms of the city's troubles, but not the cause. It's time to change that with a bold plan. A handpicked team will use the holes in reality left behind by Entropy's movements to send a signal summoning Time Master himself. It's a risky plan. One of the team's greatest enemies may also be reality's only hope!

Required-Heroes

N/A

Suggested-Heroes

Black Jack

Law

Man-Bot

Tombstone

Unavailable-Heroes

N/A

Primary-Objectives

Send a signal through six temporal holes to summon Time Master! (1000 Prestige)

Secondary-Objectives

Revert all monstrous civilians to their normal forms. (750 Prestige)

Mission-Enemies

Alien Warrior (various numbers possible, 60 Prestige each)

Green Sylph (various numbers possible, 40 Prestige each)

Ice Queen (various numbers possible, 40 Prestige each)

Kill-A-Rilla Whip (various numbers possible, 50 Prestige each)

Mech Man (various numbers possible, 35 Prestige each)

Nazi Gunner (various numbers possible, 30 Prestige each)

Wraith of Chaos (14 possible, 150 Prestige each)

Maximum enemy Prestige for the mission is 999.

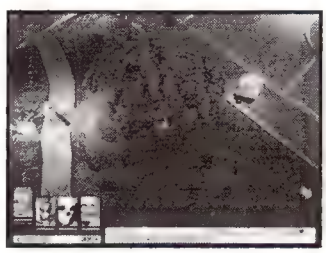
Preparations

With Entropy involved, it's a sure bet that you'll be fighting more Wraiths of Chaos. Your team will need heroes who can damage them—Man-Bot specifically. Black Jack's Limey Lures and other status-affecting gadgets are useful if you get into a tight corner. Tombstone's Possession power is good for the same reason, while his Jump ability lets him move around the city quickly without the danger of flight. Law is a good backup, both for her healing abilities and Order's melee skills.

A-Long-Distance-Call

Once you've selected your team, listen to The Ant and Mentor to get an idea of just what to do and why. You need to find six temporal holes and use special devices to send signals through them. This will summon Time Master in an attempt to get him to fight Entropy.

The red arrow points to the first temporal hole. Also in that direction is a Power Canister under a tree, ready for you to grab later if you need a quick pick-me-up.



Don't miss the Power Canister under the nearby tree.

Usually you would send your fliers into the sky at this point, but just Man-Bot should fly this time, so that he can move more quickly. The Wraiths like to use their Denser ability to knock fliers out of the sky. Man-Bot can resist this, but it's dangerous to any other flying character. Law can clear this status effect, but that doesn't prevent the damage that's inflicted when the flyer strikes the ground.

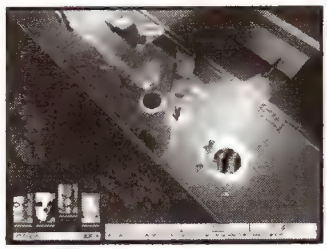
THE INITIAL DAMAGE OF FALLING IS BAD ENOUGH. BUT DENSER ALSO PREVENTS THE CHARACTER FROM RETAKING THE SKY OR EVEN MOVING QUICKLY ON THE GROUND.

Before you head to your first destination, don't miss the Experience Canister in a cluster of buildings at the bottom-right corner of the map. For future reference, the top-right corner of the map holds a Power Canister and a Health Canister. Below this target is another Health Canister. At some point, pick up the Prestige Canister tucked away between buildings to the left side of the map.

LIFT THE DUMPSTER OUT OF THE WAY TO CLAIM THE HANDY PRESTIGE CANISTER.

Wraith-Destruction

Now head down the street to the first time portal, which is guarded by two Wraiths of Chaos. Move partway down the street, stopping before you come into sight of the Wraiths, and allow Man-Bot to catch up. That way when you move in, he can quickly use his Release power before the others move into range. Keep the team well away from him, because there are two cars nearby that will explode. They don't damage Man-Bot much, but just stun him for a short time. Let him recover while his teammates finish off the Wraiths. Next, send the temporal signal by selecting one of your characters, right-clicking on the hole, and choosing Send Signature from the command menu.



MAN-BOT IS GOOD AGAINST THE WRAITHS, BOTH OFFENSIVELY AND DEFENSIVELY.

As soon as you send the first signal, another hole appears at the bottom of the map. Move your team toward it bit by bit, keeping everyone together. Just as before, one well-placed Release should wipe out both Wraiths, albeit with even more collateral damage. Send the next signal, but be prepared for things to get more... *interesting* from here on out.

DO YOUR BEST TO CATCH BOTH WRAITHS OF CHAOS IN THE NEXT BLAST.

Monstrous-Transformations

Entropy has decided that things are too simple for your heroes, so she's giving her minions the power to change normal civilians into her henchmen! Now you have the secondary objective to revert all monstrous civilians to their normal forms. If you want those bonus Prestige points, you must attack these new monsters as they appear. They revert back to normal once their monster form's HP bar reaches zero.

WELL, IF THE ATTACKS OF MY LITTLE WRAITHS AREN'T BOTHERING YOU THAT MUCH, LET'S SEE IF WE CAN RELY ON YOUR PATENTLY PREDICTABLE HEROISM!

IT'S NOT NICE TO USE THE HEROES' NICENESS AGAINST THEM...

Follow the red arrows back toward the top of the screen. This time, three Wraiths are guarding a temporal hole close to where you started the mission. One of the civilians is turned into a monster before you can reach them, and at least one civilian is probably being chased by one of the Wraiths. If the Wraith reduces the civilian's Health to zero, the civilian transforms into a random monster (see the list at the beginning of this chapter). These monsters are marked with yellow arrows, in contrast to the Wraiths' red arrows.

Cautious-Attacking

Fly Man-Bot into the fray, but be careful about using his Release power if there are any non-transformed civilians within range. If you can use Release safely, you may be able to take out two of the Wraiths and perhaps a transformed civilian with one strike. More likely, you'll have at least one Wraith and possibly a monstrous civilian to deal with, and Man-Bot will be low on energy. You need to pick off these guys the hard way. Use a Limey Lure to draw return fire, and concentrate on the Wraith of Chaos first to prevent it from transforming any more civilians.

IF ALL THE CIVILIANS FLEE OUT OF RANGE AS YOUR HEROES APPROACH, YOU MAY BE ABLE TO WREAK HAVOC AGAIN WITH RELEASE.

When the last Wraith falls, you get the message to send the next signal, but hold off until you KO the last of the transformed civilians. Make sure to have your entire party selected, and as soon as the monstrous form vanishes and the civilian starts to reappear, click somewhere on the map to force your heroes to stop their attacks. You don't want to hurt an innocent civilian.

YOU'VE GOT THREE FAST-MOVING WRAITHS TO HUNT DOWN.

As for the monsters' abilities, Green Sylphs have a nasty Acid Arrow that you should avoid. It causes progressive damage until the effect wears off. Alien Warriors can use ranged attacks and protect themselves from almost every type of attack, making them tricky to pick off without somehow distracting their attention. The Mech Man and Ice Queen are both superhumanly strong and may use your environment against you. The Ice Queen is a jumper as well, making her hard to catch. The Nazi Gunners and Kill-A-Rilla Whips, well, you're familiar with them by this point.

CLOSING THIS PORTAL MARKS THE HALFWAY POINT OF YOUR MISSION.

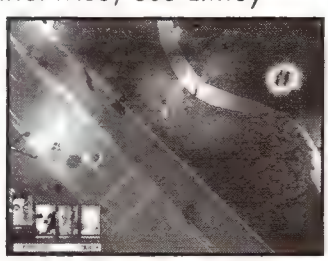
FORGING-ONWARD

ONCE THE COPS ARE CLEARED OUT OF THE AREA, YOU CAN USE THE LARGE-SCALE POWERS.

Return to the portal and send the next signal. As Mentor and Entropy exchange jibes, quickly move your team toward the left side of the map and the next portal. Three more Wraiths guard this one, by a police station, and there are policemen nearby to serve as their transformation targets. It's tough to use Release without the cops being transformed. Use Limey Lure and status attacks, while picking off the enemy one by one using the attacks that they're weak against, such as Focus and Spectre Shots. Use Release if you get a clear shot at the Wraiths, moving your team out of the way quickly, and then take out stragglers as before. Once the enemies are cleared out, send the signal through the portal. Then move toward the next one down to the bottom of the map.

This time you have only two Wraiths to fight, but nearby civilians make it difficult to use Release. Use the same tactics as before, and send the signal when you can.

The last portal is guarded by three Wraiths of Chaos, and they tend to scatter to far-flung locations as soon as they appear. Hunt down one at a time, saving the Release power for when more than one foe (transformed or Wraith) clusters together in the clear. Otherwise, use Limey Lure and Fawkes' Flashers to weaken the enemies. Move your team to each enemy in turn, concentrating on the Wraiths as much as possible. But don't leave a transformed civilian who's standing right next to you in order to chase down a Wraith halfway across the screen. The transformed minions may hunt down and kill helpless normal civilians, lowering your possible Prestige for the mission.



IN THIS LAST FIGHT, YOU'RE PROBABLY NOT GOING TO GET BOTH WRAITHS IN THE SAME AREA OF EFFECT. YOU NEED TO TAKE THEM DOWN THE HARD WAY.

After the very last enemy falls, send the last signal to summon Time Master. Now, have things gotten better... or worse?

Mission 22: Entropy Over Time Equals Destruction

Now that you've summoned Time Master and he's on your side (for now), it's time for a showdown between titans. You're about to control Time Master and his duplicates summoned from the time stream, facing off against Entropy and everything that she can throw against you!

Required-Heroes

Time Master

Two of the following:

- *Time Twin (Electrical)*
- *Time Twin (Energy)*
- *Time Twin (Radiation)*

Suggested-Heroes

N/A

Unavailable-Heroes

N/A

Primary-Objectives

Defeat Entropy and her minions!

Time Master must survive. (750 Prestige)

Secondary-Objectives

N/A

Mission-Enemies

Crooked Cop
(various numbers possible, 15 Prestige each)

El Diablo? (various numbers possible, 20 Prestige each)

Eve? (various numbers possible, 20 Prestige each)

Minor Eye of the Reich
(various numbers possible, 60 Prestige each)

Ice Trooper (various numbers possible, 20 Prestige each)

Gangster (various numbers possible, 20 Prestige each)

Nazi Rifleman
(various numbers possible, 25 Prestige each)

Maximum enemy Prestige for the mission is 999.

Preparations

With your team selected for you (if you can call it a "team," when they're all different versions of the same being), the fight begins immediately after a short cutscene. You control Time Master and two of his three smaller Time Twins—one based on energy, another on radiation, or a third based on electricity. Time Master himself can use three different ranged powers—radiation, energy, and electricity—that require no Energy. His Chrono Crush is a ranged attack that causes stasis, and Space-Time Rift is an extremely powerful large-area attack that takes a while to perform.

With Time Master's abilities at their full, he can yank copies of himself out of the time stream.

The radiation twin has a melee punch that deals electric damage and a ranged Radiation Bolt, while the energy twin has the same punch and an Energy X Beam. The Electrical Twin has the Punch and a beam based on electricity, not surprisingly. They also heal damage sporadically, and each has one Heroic Revival to use during the battle.

Clash-of-the-Titans

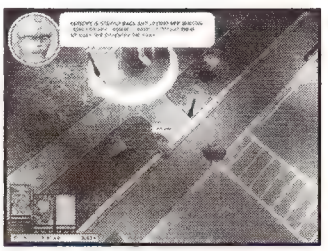
Your objectives are simple—you must defeat Entropy and her minions, and Time Master must survive the fight. At the start of the battle, Entropy calls forth copies of Eve and El Diablo from the time stream to do her bidding, along with lesser minions. Entropy starts out weak against a specific power type, which shifts from time to time. When the "Adapting" bubble appears over her head, watch what she's currently weak to, and react accordingly. You should attack Entropy with the main version of Time Master, and also with the Time Twin that she's weak against (if you've cleared enough of Entropy's minions off the field already).

CHECK ENTROPY'S WEAKNESSES OFTEN, IN CASE YOU MISS ONE OF HER "ADAPTING" NOTIFICATIONS.

During the fight, Entropy brings forth more enemies. Copies of Eve and El Diablo may be among them, as well as any of the other foes listed at the beginning of this chapter. All of them are familiar to you by now, except for the Gangster, who's a fairly typical human with a gun. Whenever you're swarmed by too many enemies, make sure both Time Twins are attacking them. If you can catch a large group of them in Time Master's Space-Time Rift without affecting the twins, you can clean house quickly.

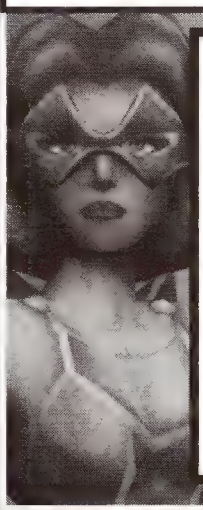
THINGS CAN GET QUITE CHAOTIC.

Entropy has some other tricks up her sleeve. After taking a certain amount of damage—one-fourth, one-half, and three-fourths—she teleports away, leaving her minions to fight for her. Like your own characters, Entropy can also regenerate her health sporadically, so you must keep up a steady stream of attacks to take her down once and for all.



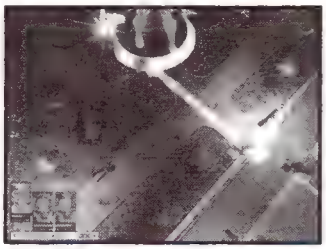
ENTROPY'S WITHDRAWAL MAKES THE MINIONS A BIT EASIER TO CLEAN UP, BUT DON'T GET TOO COCKY.

Dealing with the Twins

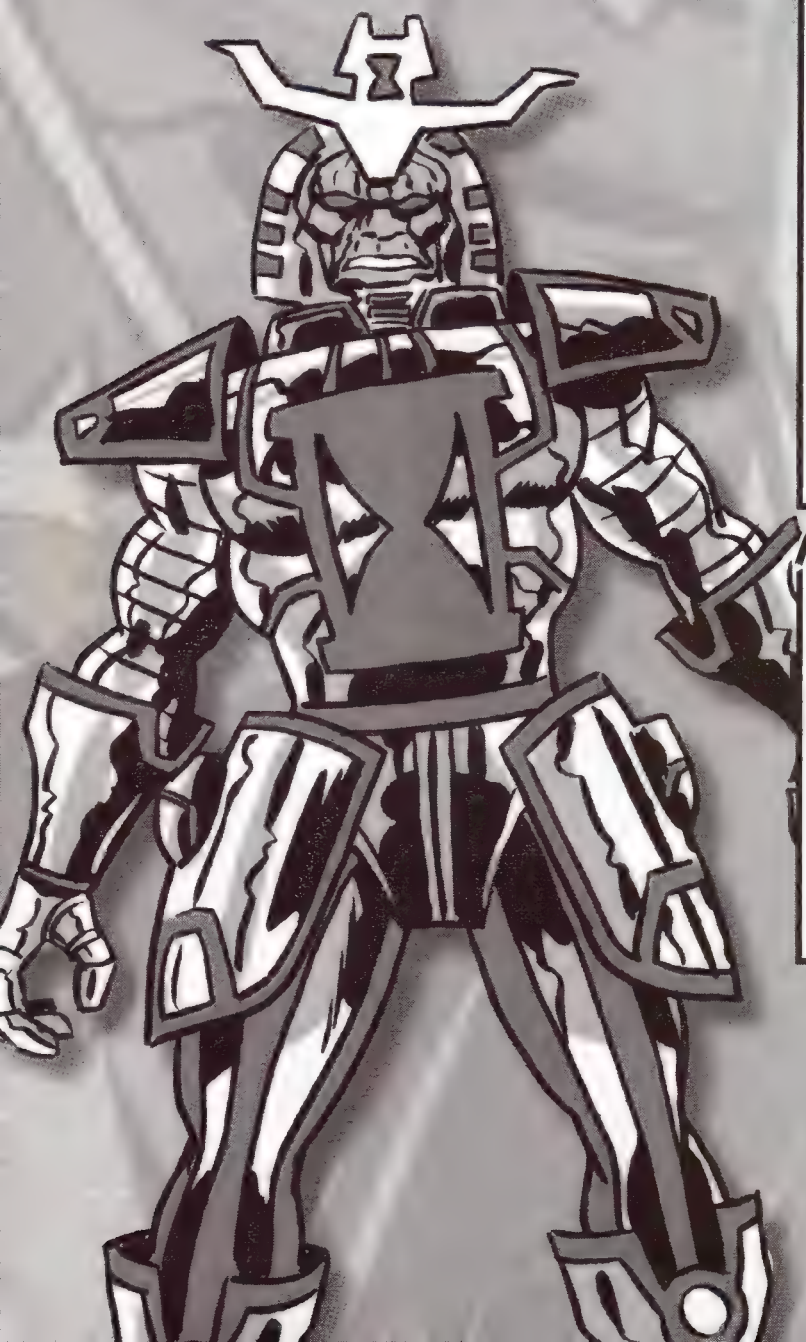


DON'T WORRY IF ONE OF TIME MASTER'S ALLIES FALLS EARLY ON—ANY OF THE TIME TWINS THAT FALL DURING THE FIRST WAVE ARE REPLACED AFTER 20 SECONDS WITH A NEW RANDOM TWIN, ALBEIT NOT A SECOND COPY OF A TWIN REMAINING ON THE FIELD. AFTER THE FIRST WAVE, HOWEVER, BE MORE CAREFUL—DURING THE SECOND WAVE, YOU'LL ONLY RESPAWN ONE TWIN AT A TIME, AND AFTER THE THIRD WAVE STARTS YOU'RE ON YOUR OWN.

Concentrate on using the enemies' weaknesses against them, Entropy's especially. With so many minions on the field, your characters can take heavy damage if you're not careful, so don't hoard your Heroic Revivals. If a character who's already used their Revival takes more damage, move them away from the fight and let them heal up.



BOTH YOUR TEAM AND ENTROPY'S TEAM CAN HEAL THEMSELVES OVER TIME, ADDING ANOTHER WRINKLE TO THE FIGHT.



The-Tables-Turn

Once you've beaten Entropy down and she's ready to talk, clear out the rest of her minions. Command each character to attack a separate target. Without Entropy to back them up, they can't stand before the power of Time Master for long. To hurry things along, find the largest group of enemies and use Space-Time Rift, while the lesser copies stand back and throw ranged attacks at the enemies on the outskirts.

VILLAINS ARE ALWAYS OVERCONFIDENT, EVEN WHEN THEY'RE ON YOUR TEAM.

As you interrogate Entropy, it looks like all the cards are in your favor. But then, you never know how things will turn out...

Intermission

With the Prestige you've earned from the previous two missions, you have one final chance to train your heroes before their courageous last stand. There's one long cutscene before you have a brief respite back at base. You can still recruit new heroes even at this late date, but if you take them into battle, they'll have no training beyond their original stats.

Mission 23: Sacrifice of a Hero!

After the final face-off between Entropy and Man-Bot, most of the heroes have disappeared and it seems that all hope is gone. But wait... When uncontained, Man-Bot has the power to stop Entropy in her tracks!

Now it's time for Man-Bot and a handpicked team of heroes, rematerialized by the power of Mentor, to save the day. Entropy is the target, and reality itself is at stake!

Required-Heroes

Man-Bot

Suggested-Heroes

Bullet

Law

Quetzalcoatl

Unavailable-Heroes

N/A

Primary-Objectives

Defeat Entropy. (1000 Prestige)

Man-Bot must survive. (750 Prestige)

Keep Time Master away from Entropy. (500 Prestige)

Defeat Time Master. (1000 Prestige)

Secondary-Objectives

N/A

Mission-Enemies

Subterrestrial (6 possible, 100 Prestige each)

Time Master (500 Prestige)

Devastation Wraith (up to 7 possible, 350 Prestige each)

Wraith of Chaos (11 possible, 150 Prestige each)

Maximum enemy Prestige for the mission is 999.

Preparations

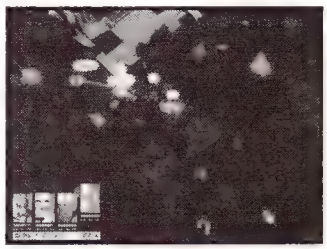
Man-Bot is required on this mission. The other three heroes are up to you, so make wise choices. Quetzalcoatl and Law are a good team because of their special infinite healing loop, which can keep everyone standing in this brutal battle. Bullet is a good fourth member. He can get in and out of the fight quickly, and he should have his own self-healing attribute by now.

If you decide not to make use of the double-healing technique and instead go just for the straight fight to give yourself a challenge, keep in mind that Entropy's weaknesses change. Bring characters that have opposing powers so they can exploit her weaknesses at these various stages. Man-Bot uses energy attacks, so his "partner" should be someone using electrical attacks—Bullet's Whirlwind fits the bill here, although it has difficulty striking the villainess if she flies high up into the air. Other pairings to include are crushing/piercing, heat/cold, acid/radiation, and mental/mystic.

The-Final-Showdown

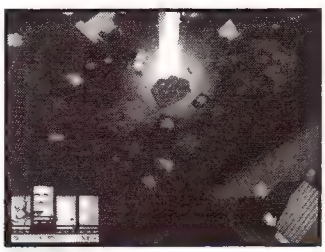
At the start of the mission, you have two objectives—take down Entropy and keep Man-Bot conscious. These objectives are straightforward enough, but they're not easy. You've got a nasty battle in front of you.

As soon as you gain control of your team, you are attacked by two Wraiths of Chaos. You can pull most of your team back and use Man-Bot's Release power to take them out, but it's easier to just command Bullet to hold one off with Whirlwind while the rest of the team takes on the other.



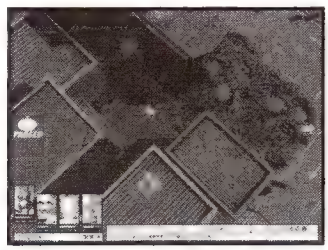
THESE TWO WRAITHS OF CHAOS DON'T WASTE ANY TIME!

At this point and any other time you get a breather, use Quetzalcoatl and Law's healing trick combining Aztec Mercy and Mercy, as outlined in the "Characters" chapter. Test these powers now, even if you don't really need them, to see which one does more healing after any upgrades. Then use the highest-healing one during the heat of battle.



TEST YOUR HEALING POWERS NOW, EVEN IF THEY'RE NOT BADLY NEEDED.

Before you do anything else, pause the action and scroll around to seek out the various canisters on the map. There's a Power Canister at the top of the crater where you started the mission, with a Health Canister at the bottom. A second Power Canister is along the bottom left edge of the map, with a Health Canister between the buildings just below that, and a third Health Canister on top of the next cluster of buildings along the map's edge. Along the opposite side of the map, there's a Health Canister on top of the first cluster of buildings, with another on the ground nearby, and one more Power Canister on top of the last cluster of buildings.



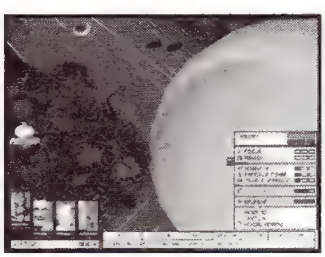
CANISTERS ARE SCATTERED AT REGULAR INTERVALS THROUGHOUT THE MAP.

EARTHQUAKE!

Once you've located all the canisters and everyone is ready for battle, follow the red arrow. The buildings quake around your team, another sign that reality is falling apart. This isn't too dangerous while you're in the middle of the street, but you need to be careful later on. You don't want one of your characters to be right next to a building as it tumbles down! The constant tremors may also displace or even bury some of the canisters.

WATCH OUT FOR FALLING DEBRIS!

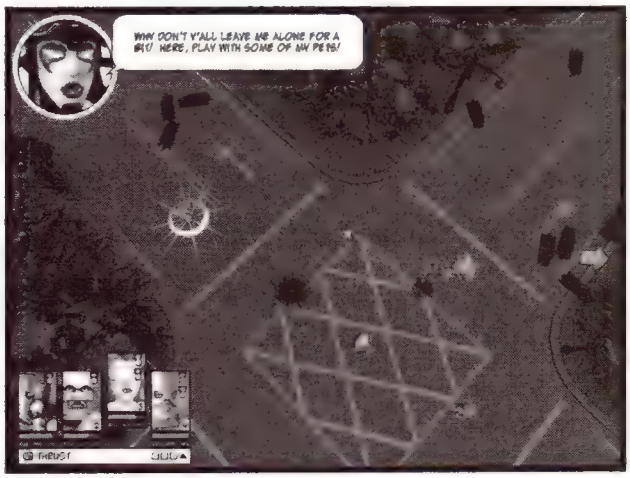
As soon as you see Entropy, send Man-Bot flying toward her and move the rest of the team back. Use the right mouse key and target the Release attack on Entropy as she summons three more Wraiths of Chaos. Man-Bot should unleash it just as the Wraiths appear around her. If you time it right, the heavy-damage attack will catch all of them. If it doesn't take down all of the Wraiths, send in the rest of your team to knock them out.



USE MAN-BOT'S RELEASE POWER ON ENTROPY AND HER MINIONS.

Strategic Withdrawal

The real danger is that Entropy will send Man-Bot into Stasis as he approaches. Usually he shrugs off such status effects, but if it happens, remove it with Law's Commuted Sentence or Quetzalcoatl's Remove Curse. If this doesn't work, you may have to fight these guys the hard way.

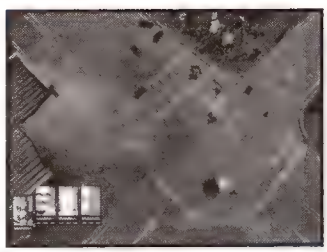


If you're lucky, you can slay Entropy's minions before she even abandons the fight.

Now Entropy teleports away, leaving you to play with her remaining pets. Once you take them all down, pause again to heal everyone. Then follow the red arrow toward the bottom-right corner of the map. Just don't pause for long, because Entropy heals herself over time.

Make another carefully timed approach to Entropy from the side.

Move Man-Bot forward alone, and use the same carefully timed technique with the Release power. This time Entropy sticks around for a while, but concentrate on taking out any Wraiths still moving around after the initial explosion. Entropy has also summoned a pair of Subterrestrials, so you need to wipe out the Wraiths before the monsters can merge into Devastation Wraiths.



You don't want to face Devastation Wraiths!

The fight against Entropy is tough enough. But you must also worry about the Subterrestrials.

After the Wraiths of Chaos are gone, you should split your attacks between Entropy and the Subterrestrials as they approach. Entropy shifts between weaknesses from time to time, so pause the action often and check each character to see what powers are strong against her. Whatever her weakness, use Bullet's Whirlwind whenever he has enough Energy and Entropy flies low enough. Your melee fighters can also pick up debris and throw it at foes. Save Man-Bot's Release power for when Entropy becomes weak to Energy, and you might just end this battle in one blow.

If it looks like your heroes are starting to take some damage, pull Law and Quetzalcoatl out of harm's way so they can heal everybody. Entropy can drain your characters' EP, so make sure they move well out of the way and don't catch her attention for the rest of this battle. If one of the healers runs out of Energy, use Bullet's Energize power or Man-Bot's Transfer power.

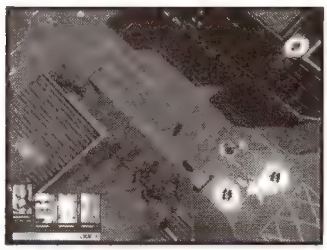
DON'T WAIT TOO LONG TO USE HEALING POWERS.

Once Entropy's Health bar is down to about two-thirds, she gets a bit worried and teleports away again. Take a breather, and when everybody's healthy enough to stand up to her again, follow the handy red arrow.

A LITTLE ENCOURAGEMENT AT A GRIM TIME.

Second-Verse,-Same-as-the-First

The technique is the same as in the previous bout, but you need to be even quicker to take out the Wraiths. The Subterrestrials are closer this time, and they'll merge with the Wraiths if you don't stop them. You must knock Entropy's HP down to around one-third before she teleports away in fear. Heal up again and chase after her.



NOW YOU'VE GOT EVEN LESS TIME TO TAKE OUT THE WRAITHS.

This time Entropy makes her stand in the park at the very bottom of the map, away from any helpful canisters and any useful debris to throw at her. She also summons a Devastation Wraith along with the two Wraiths of Chaos, so it's an even tougher fight. The Subterrestrials slowly move in from the sides, and Entropy makes her stand until her Health is completely depleted.

FACING A DEVASTATION WRAITH ALONG WITH ALL THE OTHER TOUGH FOES ISN'T PLEASANT. BUT YOU CAN DO IT.

Time-for-Revenge

Once Entropy is down, the familiar red exclamation mark appears over her head. Select Man-Bot and interrogate her. She looks to be down for the count... but wait! Time Master chooses this moment to come back for revenge on all his foes. Your new objective is to keep Time Master away from Entropy, so select your entire team and move them back toward the crater at the top of the map.

TIME MASTER'S GOAL ISN'T JUST FREEDOM FORCE, BUT ENTROPY AS WELL!

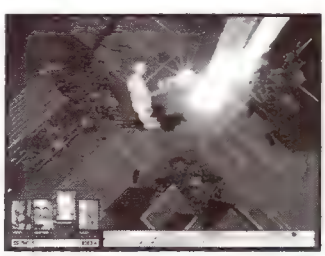
Your team's HP and EP have been restored, although you don't regain any used Hero Points. There's no need to hang around and heal, so immediately move forward to head Time Master off at the pass. Don't worry about keeping the team together. Make sure that Quetzalcoatl and Man-Bot are flying, and just send everyone after the behemoth as fast as they can. Even with the detours Bullet must make, he should arrive first. Immediately use his Whirlwind, against which Time Master is weak. Quetzalcoatl should arrive next on the scene. Use Hex of the Snake for a heavy opening volley.

THESE ARE TWO HEAVY OPENING ATTACKS. BUT THEY STILL DON'T FAZE TIME MASTER MUCH.

Unfortunately, Bullet is weak against some of Time Master's abilities, too. Make sure you watch his Health carefully, and pull him back for a while to heal up. Or heal him manually, if Law and Quetzalcoatl have the extra energy and HP to spare. Hold Time Master off as best as you can until Man-Bot flies to the rescue. His Release and Focus powers exploit Time Master's weaknesses, so fly in for a quick area attack while the rest of the team pulls back. Then lob Focus attacks at him and bring the others back in for support if they have enough Health.

KEEP BULLET CONSCIOUS WHILE YOU WAIT FOR THE OTHERS TO ARRIVE.

As you get deeper into battle with Time Master, watch out for his Stasis attack, which is preceded by a glow surrounding him. Quickly use Remove Curse or Commuted Sentence to remove the effect from any afflicted member. Also watch out for the Electrical Time Twin. Do your best to hold it off while performing your other duties, and keep Man-Bot concentrated on Time Master. Note that Time Master has two twins working for him at all times. If one twin gets defeated, but Time Master is still standing, a new twin will spawn in approximately 40 seconds.

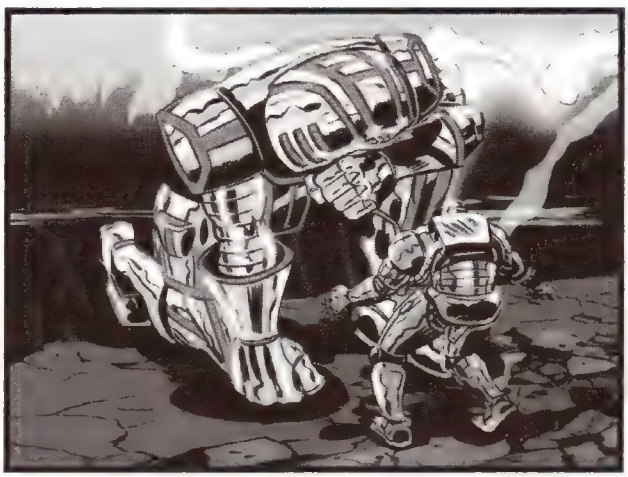


IF YOUR TEAM WORKS TOGETHER TO TAKE DOWN TIME MASTER, YOU MAY NOT EVEN HAVE TO FACE HIS MINION.

The main thing you need to worry about is keeping Man-Bot alive. He's the best at standing toe-to-toe with Time Master, and with uninterrupted strikes he can take the behemoth down relatively quickly. But if he falls, the mission is over. No matter what the distraction, keep Man-Bot focused on Time Master, with at least one healer keeping him standing.

And-the-Curtain-Falls

When Time Master falls, sit back and watch the cutscenes showing the fate of the team, and of the very universe. Enjoy the show—you've earned it!



A BATTLE HARD FOUGHT!

Even after you've finished the game, there's more for you to enjoy. You can play through it again on a more difficult setting, recruiting different heroes and unlocking different powers. You can also create new heroes to recruit, or amuse yourself with the Rumble Room and Multiplayer modes. Happy Heroing!

OTHER GAMEPLAY MODES

The regular campaign isn't the only way to enjoy *Freedom Force vs. The Third Reich*. There are two other gameplay modes for you to master.

You can also enter your player name and check the high scores for each game mode. You can return to the Title Screen or proceed with your current choices.

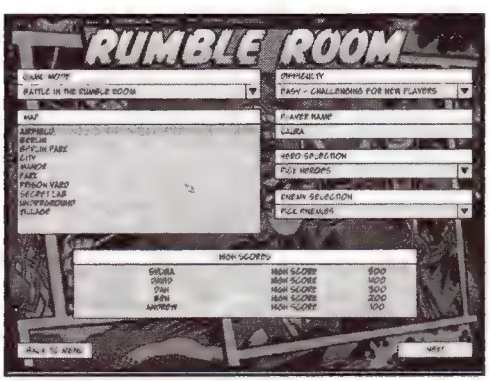
RUMBLE-ROOM

The Rumble Room is a single-player mode that allows you to match different characters against each other in a pitched battle. To start this mode, select Rumble Room from the title screen.

THE STARTING SCREEN

To set up your Rumble Room game, select these options on the starting screen:

Game Mode	Here you choose what type of game you want. The default is Battle in the Rumble Room, which pits team against team, no holds barred.
Map	Choose the location for your battle. This doesn't affect your points, but it does affect your combat options. For instance, a park will contain lampposts to use in a fight, and buildings that may collapse on your characters.
Difficulty	This makes your fight easier or harder, and also affects your end score.
Hero Selection	Decide whether you want a completely random selection of heroes or a handpicked team.
Enemy Selection	Decide between a random group of foes or a handpicked team.



FOR STRAIGHT-ON TEAM VS. TEAM COMBAT, CHOOSE BATTLE IN THE RUMBLE ROOM.

RUMBLE ROOM USES

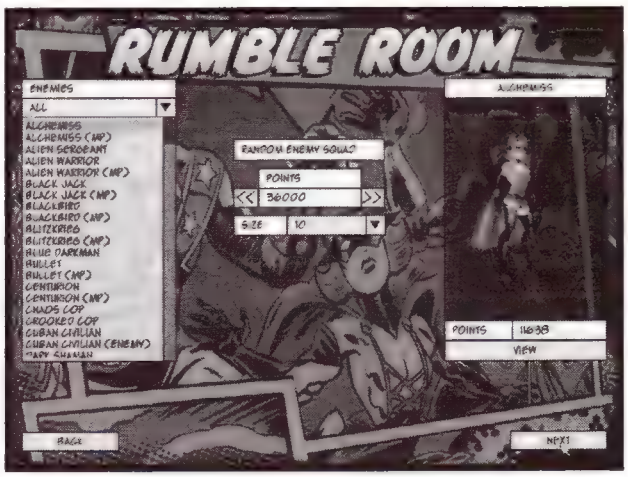
THE RUMBLE ROOM IS FUN, BUT IT HAS MORE PRACTICAL USES AS WELL. IF YOU'RE HAVING TROUBLE FINISHING A MISSION, OR YOU'RE NOT FIGHTING AS WELL AS YOU THINK YOU SHOULD, USE THE RUMBLE ROOM AS A TRAINING AREA. YOU CAN TRY OUT NEW HEROES AND POWERS IF YOU'RE NOT SURE WHETHER TO PURCHASE THEM. IT'S ALSO A GOOD WAY TO TEST-DRIVE A NEW CHARACTER YOU'VE JUST CREATED.

CHARACTER CHOICE

Next up is the hero selection screen. What you do next depends on whether you've chosen a random team of heroes.

If you're using a random team, select the size of your team by choosing a number next to the Size bar. Your team can have one to four members. Then click on the up or down arrows to choose the number of points you want to start the battle with. You use these points to buy team members. Click on each hero in the list to the left to see their point cost. More points means more firepower but a reduced final score, and vice versa. Changing the size of your team automatically changes the number of points, so adjust that if need be.

If you decide to take a hand-picked team into battle, they're listed in the middle of the screen. The list starts out as a randomly chosen team, but you can add and remove heroes in the same way you do in a campaign mission.



YOU NEED TO CHOOSE BETWEEN A RANDOM SELECTION OF HEROES OR A HAND-PICKED TEAM.

Once you pick your heroes, click Next. If you're in a special scenario, you're done. If you're doing a flat-out battle in the Rumble Room, you move on to the enemy screen. A random enemy team can be anywhere from 1 to 20 members. Once you choose your enemies, click Next again and get ready to fight.

You aren't limited to your normal heroes, nor the usual villains and minions. You can choose from any character in the game, and some who aren't! You can pick from normal and multiplayer versions of the heroes, minions, villains, normal civilians... everybody's welcome in the Rumble Room.

The Fight

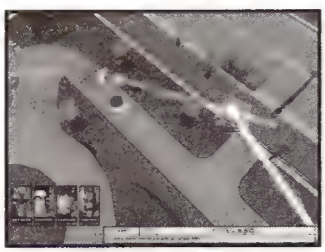
The strategy for such a large fight is much the same as for any major battle. Use status-affecting powers to take some foes out of the battle. Then take out the strongest fighters first, wiping up weaker ones later. The major differences in the various fights depend on which type of scenario you've selected.

If you've selected Battle in the Rumble Room, all the characters are dropped on the battlefield at once. Your heroes are grouped together, while the enemy is scattered around the map and move toward your team. A red arrow points to a randomly selected enemy, so you can always find that last remaining opponent.

THE RED ARROW KEEPS YOU FROM HUNTING AROUND FOR THAT LAST FOE.

If you chose one of the Action or Ironman scenarios, you don't fight all of your enemies at once. Instead you fight waves of enemies, marked with the usual red arrow. At first it's just one weak representative of your chosen enemy type, but it gets tougher and tougher, with more and stronger enemies in each wave. In the Action matches, your characters' Health and Energy are restored after each wave, but Heroic Revivals aren't. In Ironman mode, your health isn't restored from one wave to the next.

In a Race scenario, you're racing against the clock as well as fighting your enemies. You start each wave with a possible bonus of 1000 points, but the number drops by increments of 250 points as the battle goes on. The faster you fight off each wave of enemies, the higher your final score.



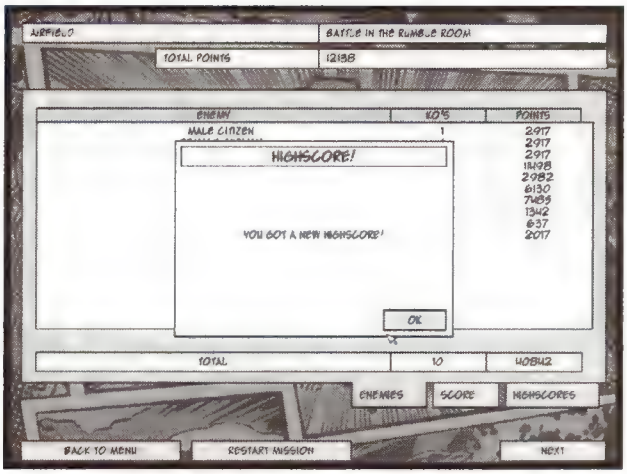
IN THE RACE SCENARIO, YOUR POSSIBLE BONUS DECREASES WITH TIME.

The very last selection is fairly self-explanatory: Campaign mode. You can select one of 14 missions from the regular campaign. This gives you a chance to try out a mission using different characters. In this mode, characters who are required for the regular mission are still required, but you can fill the rest of the slots with any of the characters in the game, and some who aren't.

Aftermath

The Rumble Room scenario ends when one team is completely knocked out. Note that if you still have Heroic Revivals left, the scenario continues until you use them up.

Once the battle is over, the Debrief screen appears. The Enemies tab shows how many enemies you've beaten, and how many points they were worth. The Score tab breaks down your final score. It starts with your enemy KOs, multiplies that by your chosen difficulty, and then multiples again based on the point costs of your team members. It also adds in the bonus points you earn during a Race scenario. The last tab is a list of high scores.



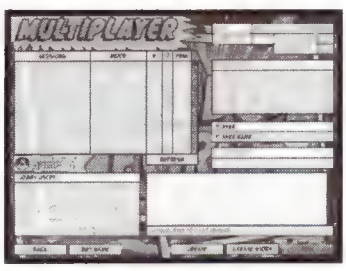
If you've achieved a new high score, you are notified on the Debrief screen.

Multiplayer

If you have a hankering to test your Freedom Force skills against other people, you're in luck! The Multiplayer mode is only a click away.

After you choose the Multiplayer mode, you choose which type of connection you want to use. You can play with others via the Internet, LAN, or a direct connection to another IP.

Then you move into the lobby. In Internet and LAN match-ups, the top-left corner shows a list of sessions to choose from. If you're playing via Internet, there's a chat window in the bottom-right corner. The top-right corner displays information about your selected scenario. You can even host your own scenario if you like. It's fun to create your own little world and let others play around in it.



The Multiplayer screen.

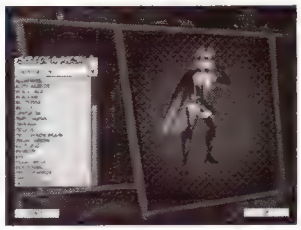
As for the gameplay, it varies depending on the style of match your host has chosen. The main thing to remember is that you're dealing with real live people. Don't expect your opponents to behave like AI-controlled opponents. For instance, don't use a strong power that takes a long time to activate and expect to be left alone until you're ready to use it.

It also helps if you're familiar with the various characters' stats. If you know a character's powers and weaknesses by heart, you'll have a leg up on a newbie.

Have fun, but you want to help others have fun too. Please play with this in mind!

CUSTOM HEROES

A game isn't really complete until you can leave your own unique mark on it. Like its predecessor, *Freedom Force and the Third Reich* makes it easy to create your own character and use it in the game.



YOU CAN USE EXISTING CHARACTER MODELS TO CREATE ALL-NEW HEROES.

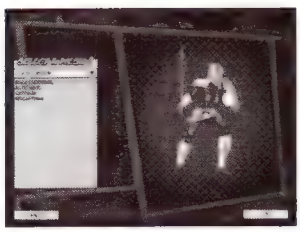
LET-THE-CREATION-BEGIN!

Select Characters from the title screen, and then choose New from the top of the menu. Your first step is to select a mesh. You can select one of the game's characters to use as a template, or you can create your own custom mesh and load it into the game.

NEED HELP?

YOU CAN'T CREATE MESHES AND SKINS IN THE GAME ITSELF. YOU NEED AN EXTERNAL IMAGE MANIPULATION PROGRAM. FOR HELP WITH CREATING CUSTOM CONTENT, GO TO HTTP://WWW.FREEDOMFANS.COM.

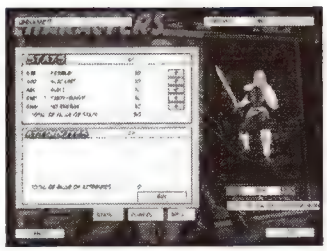
If you've loaded a custom mesh into the game, you'll find it on the custom list. Let's say you select the Accessorygirl mesh from this list. She looks interesting—a warrior maiden. You can use this as a hook for your character and build on it. Now you need to start building her stats.



IF YOU WANT TO USE A CHARACTER MODEL THAT'S NOT USED IN THE GAME, THERE ARE A FEW IN THE CUSTOM MESH LIST.

CHARACTER-STATS

The next screen is where you start defining your character. First, let's give her a name. She kind of looks like Joan of Arc, so let's call her Martyr.



THE NEW CHARACTER STARTS OUT AS A BLANK SLATE.

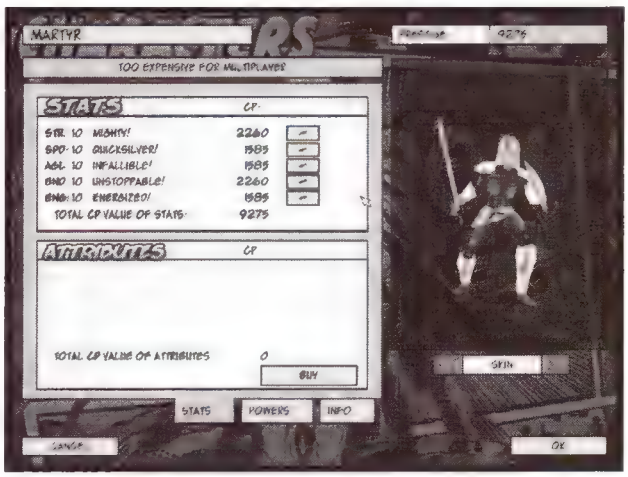
On the right you see a rotating 3-D model or mesh of your character, and you can choose different skins for your mesh. (Think of a mesh as a department store mannequin, and the skin is the clothes you put on it.) For this example, we'll just go with the default skin.

On the left are the character's stats. They all start at 1, with a CP cost of 10. This means that each stat adds 10 to the character's Prestige recruit cost at its default level. Click the plus sign next to a stat to raise it by one point, adding points to its cost in the process. As you raise each stat point by point, the cost rises accordingly, in the following pattern:

	STR/END	SPD/AGL/ENG
Level 1	10 CP	10 CP
Level 2	60 CP	45 CP
Level 3	160 CP	115 CP
Level 4	310 CP	220 CP
Level 5	510 CP	360 CP
Level 6	760 CP	535 CP
Level 7	1060 CP	745 CP
Level 8	1410 CP	990 CP
Level 9	1810 CP	1270 CP
Level 10	2260 CP	1585 CP

You can see your total CP cost just below the stats, while the total Prestige cost of your character is displayed in the upper-right corner. If you decide that the cost of a stat is too high, you can lower it by clicking the minus sign.

Martyr is a swordswoman, so her important stats are Strength to wield her sword and Endurance to give her stamina in a fight. Energy and Speed are both important as well. If we give her armor and a shield, we can assume that her Agility isn't going to be too important.



IF A CHARACTER'S PRESTIGE COST GETS TOO HIGH—THROUGH STATS OR OTHERWISE—YOU'RE WARNED THAT THE CHARACTER IS TOO EXPENSIVE FOR MULTIPLAYER MODE.

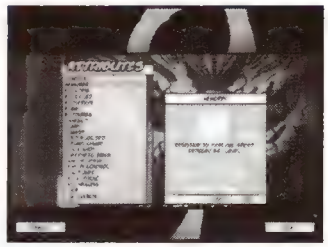
Let's raise Strength and Endurance to 5. She's Very Strong and Very Hardy. It's not like she's from a planet with a red sun or anything, but she's stronger and tougher than normal. Speed and Energy can go up to 4 each, while Agility should be the default of 3. She's not an acrobat, but she's not clumsy either.

Adding Attributes

On the same page you can choose her attributes. Click on the Buy button to add an attribute or two. For a full list of attributes and their effects, see the "Characters" chapter.

So, which attributes are suitable for our lady warrior? Armored is second on the list, which is perfect. This makes her resistant to piercing, but it lowers her speed by one point. That's a fair tradeoff for someone running around in plate mail all the time! After you choose Armored, click the OK button to buy it for 300 CP. If you have second thoughts later and want to remove an attribute, you can come back to the character creation page and delete it.

Let's give her a few more suitable attributes. Beautiful fits the role of a warrior maiden, and it helps the character defensively. Disciplined is also fitting, as is Heroic. Extra Heroic is a bit much, though, for a character who's already well-fitted with attributes. We now have a total attribute CP of 1800, making her total Prestige cost 3375. Now it's time to give her some powers.



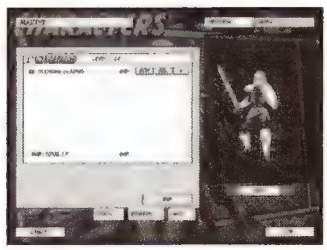
THE ATTRIBUTES LIST IS LONG. BUT EACH SELECTION HAS DESCRIPTIONS TO HELP YOU DECIDE.

Power-Charge!

Click on the Powers tab to get to the fun part—choosing your character's superpowers.

Click on the Buy button at the bottom of the Powers screen. There's a long list to choose from. The power types are melee, projectile, beam, cone, area, direct, active defense, passive defense, and special. Both melee and defense powers fit Martyr's theme, so click on Melee.

Glowing Gladius is a strong sword attack, and it's only 681 points, so click on that and click OK. It's a piercing attack with low magnitude, there's a slight chance of stunning the enemy, but otherwise it's fairly normal. You can customize the power values a bit by clicking the arrows next to them, but let's hold off on that for now. Click OK to select the power.



A CHARACTER'S PRESTIGE COST INCREASES WITH EACH NEW POWER YOU ADD TO THE LIST.

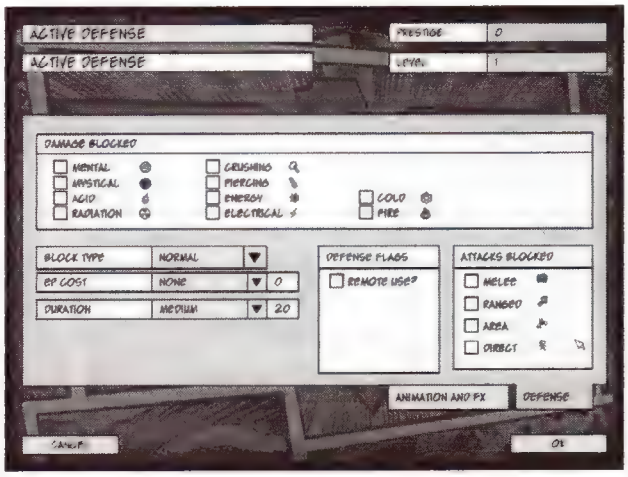
The Melee section has some other sword attacks, including Sabre Slash. This one does crushing damage and has a better chance of stunning the victim, so let's add it for a bit of variety. With two melee powers chosen, let's look at defense.

Passive Defense is a power that's always on, while Active Defense requires activation. She'll always have her armor on, so let's look through the Passive Defense powers. Bulletproof Armor may not be medieval, but it's a nice modern-day twist. It's also fairly inexpensive, so click OK to see its stats. It provides additional protection from piercing ranged attacks, and it also deflects bullets so they might hit one of the bad guys. Click OK again.

Now select Passive Defense again, and... oh dear. A character can have only one of these powers at a time. You could delete the power, but there's nothing else on the list to suit Martyr's visible armor. Let's keep it and click on Active Defense instead.

Power-Creation

It would be nice to give Martyr another defensive power, but it doesn't look like there's anything suitable. But note the generic Active Defense power, for zero cost. Click that and click OK to see what it does.

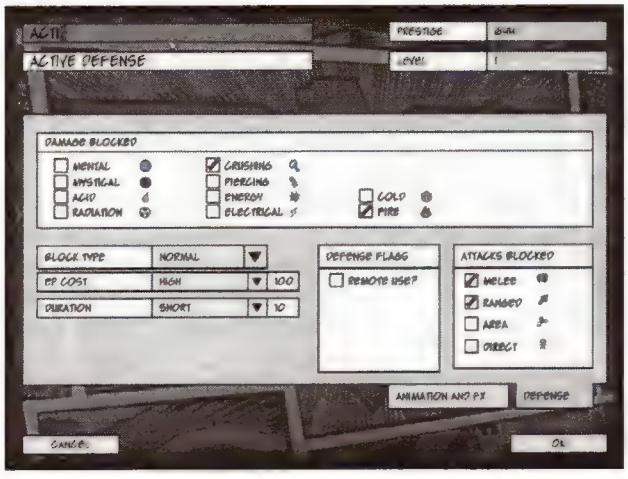


CREATING A NEW POWER OF YOUR VERY OWN.

The top listing in each power category allows you to create your own power of that type. At the top is a range of damage types that the power will protect the character against. We already have plenty of Piercing defense, and metal armor wouldn't really protect against mental, mystical, radiation, energy, or electrical attacks without some further explanation. Crushing defense is a nice idea, however. And since she's inspired by Joan of Arc, she should have a defense against fire as well!

Once you've clicked on the Crushing and Fire checkboxes, it's time to decide on further aspects of this power. In the Block Type pull-down list, let's just make the power Normal. In other words, it's a straight-out defense instead of deflecting the damage, absorbing it, or something else more elaborate. As for EP Cost, so far we have nothing else to use her Energy on, so let's make that Low. We want this power to have a good duration, so click the Duration menu and select Long.

To the lower right are four more attack types. Armor probably wouldn't defend against a special direct attack, or an area effect that would strike her face or some other unarmored section, so let's click on Melee and Ranged... Oh no! The Prestige cost for this power alone is over 4000! This is far too expensive, so let's tone it down a bit.

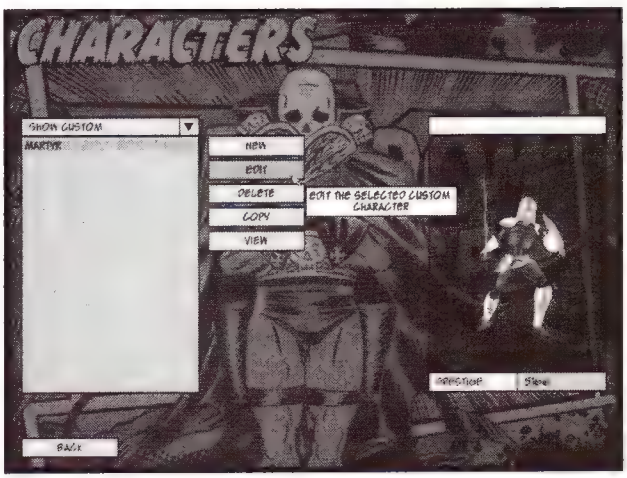


PRESTIGE COSTS SHOW UP ONCE YOU SELECT THE DAMAGE AND ATTACK TYPES.

First, let's change the duration. Martyr can always reuse the power as needed, so switch that from Long to Short. This immediately takes it down to around 2000 Prestige. Still not quite the range we're looking for, but it's bearable. We still don't have much use for her Energy, so bump the EP Cost up to 100. This brings our Prestige cost down to 644 points, which is much more bearable. You could tinker with the damage and attack types that the power blocks, but let's leave it alone for now.

Now, the new power needs a name. Click the Active Defense bar at the top left of the screen, and delete the present name. Let's call it Pyre Protect, since it's a defense against flames. After naming the power, remember to click OK.

Since Martyr has a bit of a fire theme, let's give her an Igniting Bolt attack from the Beam list. And the Area list has the special Sacrifice ability. It's expensive, but it fits so perfectly with the overall theme that we just can't pass it up. Click OK to go back to the character screen.



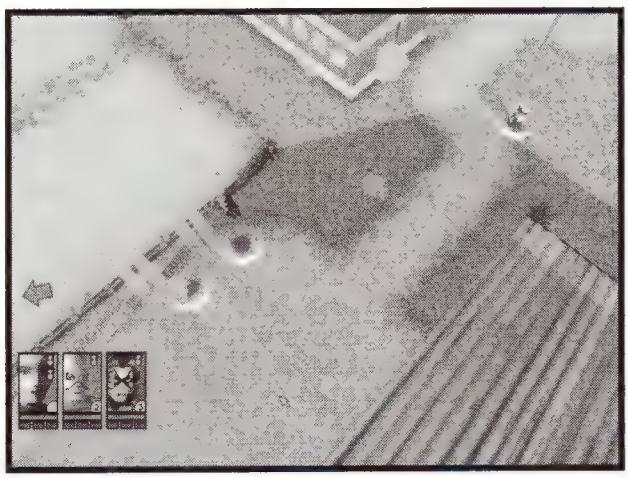
IF YOU NEED TO EDIT YOUR CREATION, SELECT IT FROM THE CUSTOM LIST AND CLICK EDIT.

Finishing-Touches

The last tab is the Info screen. There's not much to change here. It just lists the power's resistances and weaknesses. We could change her material type, but she's a human, so flesh seems appropriate. Choose Blackbird as her voice type.

You could go back to the powers page and raise some of her power levels, but she's already at 7756 Prestige, too expensive for Multiplayer. To lower the cost, you can add some weaknesses, or remove or edit some of her powers. In a pinch, you could reduce some of her stats. She's good enough as is for now, though, so let's consider this character complete. If you want to come back and change her, choose the Custom list from the starting Characters screen, then highlight Martyr and click the Edit button.

To take this newly created character for a test drive, go to the Rumble Room. See the "Gameplay Modes" chapter for more information on that. Or to just jump right into the thick of things, save up enough Prestige in the regular campaign to purchase this new character from the Custom section of the recruiting roster.



THE CHARACTER CREATION PROCESS CAN BE FUN, BUT NOT AS FUN AS SENDING YOUR NEW CREATION INTO BATTLE!

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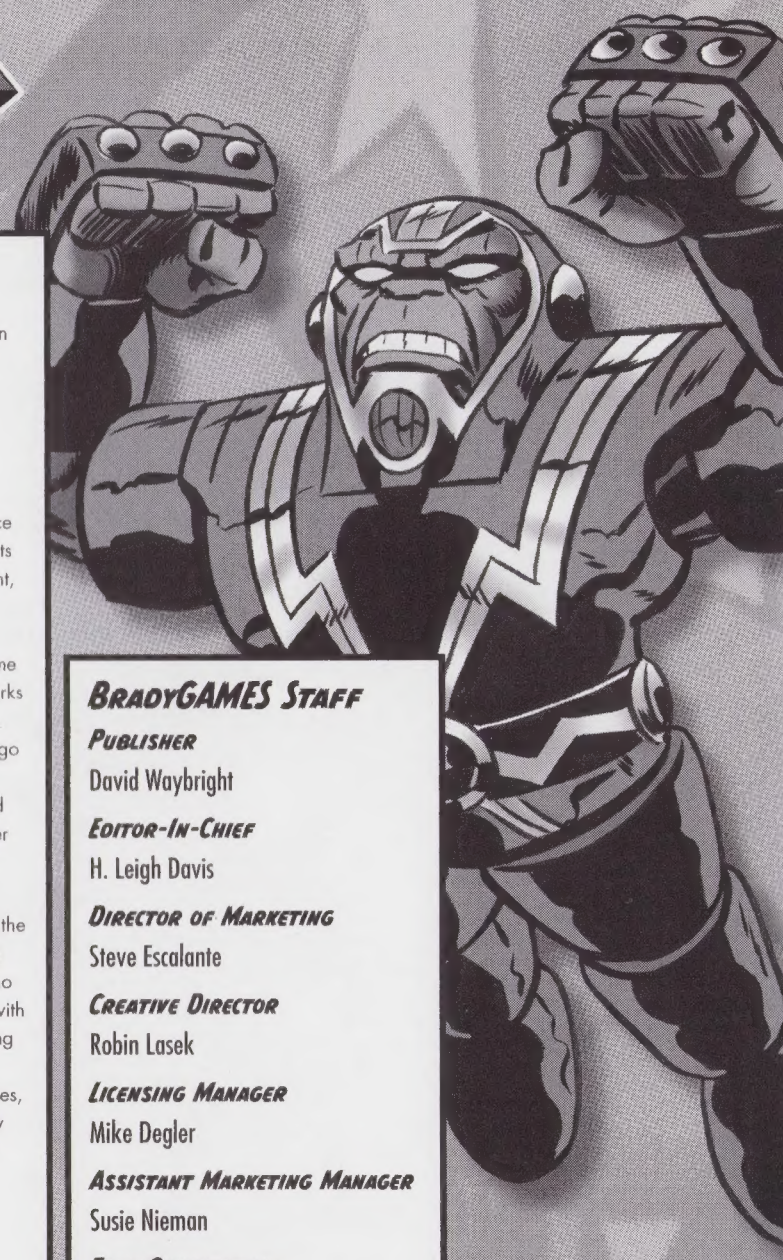

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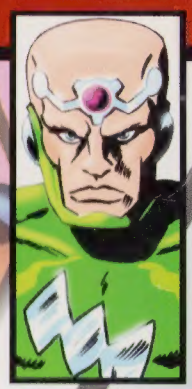

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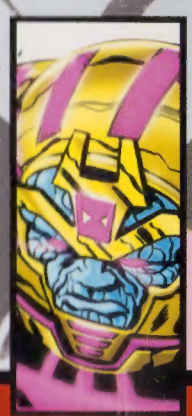

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